

## Catalyst Volume 1 – Creativity Xplosion!

### USER'S GUIDE – M50

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## Introduction

Thank you for purchasing Catalyst Volume 1! This collection of high quality, new and original Combis for the Korg M50 Music Workstation (in conjunction with KARMA M50 Software) represents hundreds and hundreds of hours of effort, and contains a wide variety of styles, ranging from a mixture of dance categories to jazz to rock to ambient pads and special FX. Each Combi within this collection uses all four available KARMA Modules and all eight Scenes for maximum sonic possibilities, and to demonstrate the power and potential of multiple GE's. Enjoy!

- Eric J. Sawyer and Stephen Kay

## How To Load

Catalyst Volume 1 is a combi-only set. For the M50, it is composed of two separate pieces that go together: a PCG file that you load into the M50, using a SmartMedia card and Media Mode, and a corresponding KDF file that you open in the KARMA M50 Software. There are no additional programs to reference, so loading is simple: just load into any Combi Bank of your choice. The supplied PCG and KDF files have the combis in Bank D, but you can load them anywhere you want by using the Media Mode Load tab, highlighting the file and pressing [OPEN] to reveal the "Combinations" icon. Selecting this and pressing [LOAD] gives you the option to specify a destination bank other than Bank D.

If you do select a bank other than Bank D, you also need to change the Bank Type setting at the top of the Bank Display Window in the KARMA M50 Software to match the Bank that you are going to load the data into.

## Combining This KDF File With The KARMA M3 Preload

When you received the KARMA M50 Software, you received a KDF file containing the KARMA-fied programs and combis from the M3 (named "M3 Preload for M50.kdf"). You are most likely working with this file at the moment. To combine the Catalyst Volume 1 KDF file into the M3 KDF file (or any other KDF file you may have created):

1. Have both KDF files open (you can use the File Menu > Open command to locate the other one).
2. Select the "Bank D – Catalyst Volume 1" row in the Catalyst KDF File and use the Edit menu > Copy command.
3. Select the "M3 Preload" KDF file and perform Edit > Paste, placing the Catalyst Performance bank in with the other Combi Performance Banks.

## M50 Version 1.1 required

In order to properly use this sound set as it was designed, your M50 should be updated to OS 1.1 or higher. It should also have the normal order of factory programs for OS 1.1 loaded. If you need to update, information can be found at: [www.korg.com/m50](http://www.korg.com/m50).

## About Triggering

Some of the Modules in these combis have been set so that you can retrigger them while the groove is playing, perhaps while the drums maintain their groove. This allows you to do more intricate chord patterns than would normally be possible. If you find that this is causing you to go off the beat too much, or you are having difficulty playing them this way, the fix is easy: go to the Performance Editor > Trigger page, and set the Note Trigger Parameter to "1st" for any Module that is not already set that way.

## About Scene Changes and the Quantize Window

In nearly all of these combis, the Scene Change Quantize Window has been set to be "1 Bar", so that you can select a scene change ahead of time, and have it change on the downbeat. If you want to change this for some reason, the parameter can be located in the RT Controls Editor.











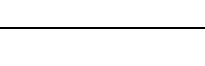
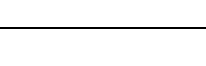
## About The Key Zones

Most of the combis in this collection use the following easy-to-remember key zoning: KARMA "action" (e.g., drum beat, bass line, etc.) on the lower octaves, lead timbre(s) on the upper octaves. In some cases, the split point is moved up an octave so that the LH has more range – you can find this info in the description of each combi. In most cases, each combi is meant to be played with a LH Chord in the octave below or surrounding Middle C. Alternately, you can use a "two hand chord" consisting of a LH bass note in the lowest octave and a RH chord in the octave below or surrounding Middle C, after which you can solo or do chord work with the RH in the area above C5.

Check each Combi's description for a diagram and zoning notes. Additionally, see the following section "How To Play – Key Zones and Techniques."

## How To Play – Key Zones and Techniques

The Combis in this collection fit one of 12 different ways of playing from the keyboard, as illustrated below:

|   |  |  |  |
|---|--|--|--|
|  | <b>Full Keyboard (no Split)</b><br>Play single notes in LH, chords in RH |  | <b>Split Keyboard</b><br>Play two-handed chords in LH, single notes in RH.   |
|  | <b>Split Keyboard</b><br>Play chords in LH, chords/notes in RH           |  | <b>3-Way Split Keyboard</b><br>Play single notes in lowest zone and chords in next zone to control KARMA, chords in top zone for soloing       |
|  | <b>Split Keyboard</b><br>Play single notes in LH, chords in RH           |  | <b>3-Way Split Keyboard</b><br>Play single notes in lowest zone and chords in next zone to control KARMA, single notes in top zone for soloing |
|  | <b>Split Keyboard</b><br>Play chords in LH, single notes in RH           |  | <b>3-Way Split Keyboard</b><br>Play single notes in lowest zone and single notes in next zone to control KARMA, chords in top zone for soloing |
|  | <b>Split Keyboard</b><br>Play single notes in LH, single notes in RH     |  | <b>3-Way Split Keyboard</b><br>Play single notes in lowest zone and next zone to control KARMA, single notes in top zone for soloing           |
|  | <b>Split Keyboard</b><br>Play two-handed chords in LH, chords in RH      |  | <b>Multi-Zone Split Keyboard</b><br>Multiple zones trigger different modules   |

*Note: the actual location of zones and split points varies from Combi to Combi. In addition, not all of the above setups are necessarily used in this collection.*

You will find one of these diagrams at the beginning of each Combi's description, giving you a basic idea of how it is to be played. Of course, you can experiment with your own playing styles!

Note: depending on the type of sounds layered across the keyboard (mono/poly) and their pitch ranges, "single notes" can also mean octaves, or fifths, or harmonies, etc. The diagrams show where chords should be played to control KARMA, and where you should "solo" or play lead melodies. For example, in many Combis it may not be obvious that you need to play a chord in the LH, because single notes will also trigger the sounds; but often a 3-note chord is necessary to actually give the generated notes their proper "tonality" (major, minor, diminished, etc.)

### Catalyst Volume 1 – by Order

|     | <u>Name</u>        | <u>Style Category</u> | <u>Combi Category</u> |
|-----|--------------------|-----------------------|-----------------------|
| 000 | Katja's House      | House/Jazz            | LeadSplits            |
| 001 | Funkadelic         | Hip-Hop/Jazz          | LeadSplits            |
| 002 | Cool Suitcase      | Light Jazz            | Keyboard              |
| 003 | UK Electro         | Trance/Electro        | LeadSplits            |
| 004 | Grand Illusion     | Ambient Techno/Latin  | MotionSynth           |
| 005 | 5th Degree         | New Age               | LeadSplits            |
| 006 | Electric Gate      | Techno/Electro        | LeadSplits            |
| 007 | The Dark Side      | Ambient Techno        | LeadSplits            |
| 008 | Rave Wake          | Trance                | Synth                 |
| 009 | Wah sup?           | Hip-Hop/Jazz          | Keyboard              |
| 010 | Organ Tranzplant   | Trance                | Organ                 |
| 011 | Jungle Fever       | World/Ethnic          | World                 |
| 012 | Metro Digital      | Techno                | Synth                 |
| 013 | Vox Omnium         | Pop Rock              | Organ                 |
| 014 | Tommy at the Gate  | Rock                  | LeadSplits            |
| 015 | Fathom Five        | Orchestral/Film       | Orchestral            |
| 016 | Rezbo Pulse        | Pop                   | LeadSplits            |
| 017 | Analogous          | Ambient Techno        | Synth                 |
| 018 | Flute Fantasy      | New Age               | Orchestral            |
| 019 | Hey Tony           | Dance                 | LeadSplits            |
| 020 | Latin Night        | Latin                 | Organ                 |
| 021 | Sunday Afternoon   | Funk/Jazz             | Keyboard              |
| 022 | Dutch Treat        | Dance/Techno          | Synth                 |
| 023 | Sahara             | World/Ethnic          | World                 |
| 024 | PopKorn            | Dance/Trance          | Synth                 |
| 025 | Bo's New Entrance  | Orchestral/Film       | Orchestral            |
| 026 | DRAG.net           | Hip-Hop/Pop           | LeadSplits            |
| 027 | Cathedral of Dance | Dance/Techno          | Organ                 |
| 028 | Albert's Hall      | Jazz                  | Keyboard              |
| 029 | Brass Balls        | House/Trance          | BrassReed             |
| 030 | Temple of Mordra   | World/Fusion          | Guitar/Plucked        |
| 031 | Warm Analog        | Trance/Garage         | LeadSplits            |

### Catalyst Volume 1 – by Style

|     | <u>Name</u>        | <u>Style Category</u> | <u>Combi Category</u> |
|-----|--------------------|-----------------------|-----------------------|
| 017 | Analogous          | Ambient Techno        | Synth                 |
| 007 | The Dark Side      | Ambient Techno        | LeadSplits            |
| 004 | Grand Illusion     | Ambient Techno/Latin  | MotionSynth           |
| 019 | Hey Tony           | Dance                 | LeadSplits            |
| 027 | Cathedral of Dance | Dance/Techno          | Organ                 |
| 022 | Dutch Treat        | Dance/Techno          | Synth                 |
| 024 | PopKorn            | Dance/Trance          | Synth                 |
| 021 | Sunday Afternoon   | Funk/Jazz             | Keyboard              |
| 001 | Funkadelic         | Hip-Hop/Jazz          | LeadSplits            |
| 009 | Wah sup?           | Hip-Hop/Jazz          | Keyboard              |
| 026 | DRAG.net           | Hip-Hop/Pop           | LeadSplits            |
| 000 | Katja's House      | House/Jazz            | LeadSplits            |
| 029 | Brass Balls        | House/Trance          | BrassReed             |
| 028 | Albert's Hall      | Jazz                  | Keyboard              |
| 020 | Latin Night        | Latin                 | Organ                 |
| 002 | Cool Suitcase      | Light Jazz            | Keyboard              |
| 005 | 5th Degree         | New Age               | LeadSplits            |
| 018 | Flute Fantasy      | New Age               | Orchestral            |
| 025 | Bo's New Entrance  | Orchestral/Film       | Orchestral            |
| 015 | Fathom Five        | Orchestral/Film       | Orchestral            |
| 016 | Rezbo Pulse        | Pop                   | LeadSplits            |
| 013 | Vox Omnium         | Pop Rock              | Organ                 |
| 014 | Tommy at the Gate  | Rock                  | LeadSplits            |
| 012 | Metro Digital      | Techno                | Synth                 |
| 006 | Electric Gate      | Techno/Electro        | LeadSplits            |
| 010 | Organ Tranzplant   | Trance                | Organ                 |
| 008 | Rave Wake          | Trance                | Synth                 |
| 003 | UK Electro         | Trance/Electro        | LeadSplits            |
| 031 | Warm Analog        | Trance/Garage         | LeadSplits            |
| 011 | Jungle Fever       | World/Ethnic          | World                 |
| 023 | Sahara             | World/Ethnic          | World                 |
| 030 | Temple of Mordra   | World/Fusion          | Guitar/Plucked        |



An infectious bubbling synth bass riff with some heavily accented notes provides the focal point for this very jammable house combi. Gated organ and panning synth arpeggio notes punctuate the tight drum groove. With the fact that the LH synth pad is in 5ths, the Gated Organ is in 5ths, and the bass line is based around a minor riff, minor chords and minor 7th chords work best, as demonstrated by the eight Chord Pads. Note that you can remove the pitches from the Bass by going into Module Layer B and using Switch 2 "Pitch Pattern", which forces the Bass to stay on a single note. A layered RH mono lead with stereo delay effectively yields expressive synth lines, especially with judicious use of the JS-X or JS+/-Y. Try pulling Real-Time Slider 5 all the way down for an alternate mix/breakdown; push all the way back up to restore.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Synth Pad with 5ths  
**Right Hand:** Mono Synth Lead  
**Split Points:** B3/C4  
**Special Notes:**



| KARMA Module | A                 | B                     | C                 | D                      |
|--------------|-------------------|-----------------------|-------------------|------------------------|
| Instrument:  | Gated Organ       | Bass                  | Synth Arp         | Drums                  |
| GE:          | 1280              | 1218                  | 0004              | 1401                   |
| GE Name:     | Good Old B        | Soul                  | Arp Model 05 Rand | HipHop 02 [Dance Kits] |
| Category:    | Gated             | Bass Pattern          | Arpeggio          | Drum                   |
| RTC Model:   | GC1 - Gated CCs 1 | GV1 - Gated Vel/Pat 1 | CL1 - Comp/Lead 1 | DP1 - Drum/Perc 1      |

| KARMA RT Controls | Modules |   |   |   | Name                      | Function  |
|-------------------|---------|---|---|---|---------------------------|---|
|                   | A       | B | C | D |                           |   |
| Slider 1:         | x       | x | x | x | Rhythm Swing %            | Changes the swing feel for all 4 Modules                                      |
| Slider 2:         |         |   |   | x | Percussion Pattern        | Selects one of many different Percussion Patterns for the Drums               |
| Slider 3:         | x       | x | x |   | Duration Control          | Controls the length of notes in the Gated Organ, Bass and Synth Arp           |
| Slider 4:         |         | x | x |   | Velocity Accents          | Controls the level of some notes in the Bass and Synth Arp                    |
| Slider 5:         | x       |   |   |   | Transpose Pattern         | Selects one of many different alternating octave patterns for the Gated Organ |
| Slider 6:         |         | x |   |   | FX/Ctrl Pattern           | Selects one of many Resonance Patterns for the Bass – min = Off               |
| Slider 7:         |         |   | x |   | Velocity Pattern          | Selects one of many different Velocity Patterns for the Synth Arp             |
| Slider 8:         |         |   |   | x | Alternate Drum Map        | Selects one of many different Note Maps for the Drums                         |
| Switch 1:         | x       |   |   |   | Module Run [A]            | Turns the Gated Organ on and off  |
| Switch 2:         |         | x |   |   | Module Run [B]            | Turns the Bass on and off   |
| Switch 3:         |         |   | x |   | Module Run [C]            | Turns the Synth Arp on and off  |
| Switch 4:         |         |   |   | x | Module Run [D]            | Turns the Drums on and off  |
| Switch 5:         | x       |   |   |   | Octave [A]                | Changes the octave of the Gated Organ   |
| Switch 6:         |         | x |   |   | Octave [B]                | Changes the octave of the Bass  |
| Switch 7:         |         |   | x |   | Rhythm Multiplier         | Multiplies the rhythm of the Synth Arp by a factor of 2                       |
| Switch 8:         |         |   |   | x | Alternate Drum Map On/Off | Activates the Alternate Drum Map selected by Slider 8 for the Drums           |

| RT Control Sliders | Modules |   |   |   | Keyboard |    | IFX/MFX | Controller    | CC#  | Function   |
|--------------------|---------|---|---|---|----------|----|---------|---------------|------|--|
|                    | A       | B | C | D | LH       | RH |         |               |      |  |
| Slider 1:          |         | x |   |   |          |    |         | Filter Cutoff | CC74 | Brightens/Darkens the Synth Bass (use with Slider 2)             |
| Slider 2:          |         | x |   |   |          |    |         | Resonance     | CC71 | Controls the Resonance on the Synth Bass (use with Slider 1)     |
| Slider 3:          |         |   | x |   |          |    |         | Filter EG     | CC79 | Brightens/Darkens the Synth Arpeggio                             |
| Slider 4:          |         |   |   |   | x        |    |         | Release       | CC72 | Lengthens/Shortens the release time on the LH Synth Pad          |
| Slider 5:          |         | x | x |   |          |    | x       | Volume        | CC07 | All the way down for an alternate Mix; all the way up to restore |
| Slider 6:          |         | x |   |   |          |    |         | Slider Mod. 6 | CC19 | Changes the shape of the filter envelope on the Bass             |
| Slider 7:          |         | x | x |   | x        | x  | x       | Slider Mod. 7 | CC20 | Controls the amount of Delay on the Mix                          |
| Slider 8:          | x       | x | x | x | x        | x  | x       | Slider Mod. 8 | CC21 | Controls the amount of Reverb on the Mix                         |

| Joystick   | CC#  | Function                                   |
|------------|------|--|
| +X (Right) | ---- | Bend on RH Lead Synth                      |
| -X (Left)  | ---- | Bend on RH Lead Synth                      |
| +Y (Up)    | CC01 | Vibrato on RH Lead Synth                   |
| -Y (Down)  | CC02 | Fades out one of the RH Lead Synth timbres |

| Other Controllers | CC#  | Function  |
|-------------------|------|---|
| Switch 1:         | CC80 | Pitch Mod on the Drums                                    |
| Switch 2:         | CC65 | Activates portamento on the RH Lead Synth                 |
| Ribbon:           | CC16 | Filter and Amp Modulation on the LH Pad and RH Lead Synth |

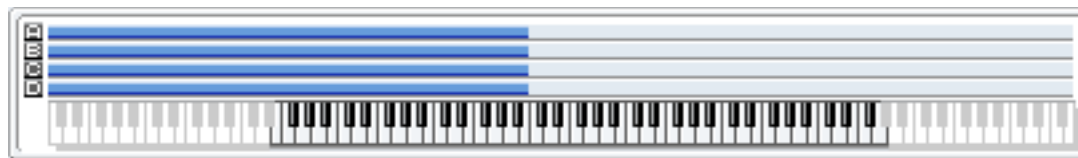
| Drum Track |   |
|------------|---|
| Pattern:   | 384: Jam On Pads [Cuban Perc]                                     |
| Function:  | Off by default – use to add some high-end percussion to any scene |



This slow, funky hip-hop groove features a dreamy random electric piano riff run through a Organ Vib/Chorus effect to give it a slightly sci-fi feel, on top of a solid bass line and groove, with a sporadic synth arp punctuating the mix. A thin portamentoed lead sound in the right hand (modeled after an OASYS patch) provides just the right sound for jamming on top of this infectious groove. The scenes provide numerous interesting variations on the basic idea. Note that the bass line is “hard-wired” to play the minor third. If you wish to have the bass line be able to play a major third (for major chords), change GE RTP #32 in Module B (CCs: P. Offset Chord Shift) to 1 – this will also have a slight effect on the minor bass line, which is why it is not set that way by default. With KARMA off, improvise a slow soulful intro using the first few chord triggers while playing a lead line in the RH. Kick in the KARMA after a few bars and continuing jamming with Funkadelic - SW2 will provide a darker color to the lead.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Synth Motion Pad  
**Right Hand:** Mono Portamento Lead  
**Split Points:** B3/C4  
**Special Notes:**



| KARMA Module | A                       | B                     | C                     | D                 |
|--------------|-------------------------|-----------------------|-----------------------|-------------------|
| Instrument:  | Drums                   | Bass                  | Synth Arp             | Piano Comp        |
| GE:          | 1447                    | 1190                  | 0206                  | 0110              |
| GE Name:     | HipHop Momma [All Kits] | House Bass 1          | Spatial               | NewAge Ostinato   |
| Category:    | Drum                    | Bass Pattern          | Melodic               | Arpeggio          |
| RTC Model:   | DP1 - Drum/Perc 1       | GV1 - Gated Vel/Pat 1 | GV1 - Gated Vel/Pat 1 | CL1 - Comp/Lead 1 |

| KARMA RT Controls | Modules |   |   |   | Name                 | Function  |
|-------------------|---------|---|---|---|----------------------|---|
|                   | A       | B | C | D |                      |   |
| Slider 1:         | x       | x | x | x | Rhythm Swing %       | Changes the swing feel for all 4 Modules                              |
| Slider 2:         | x       |   |   |   | Pattern Variation    | Selects one of many Pattern Variations for the Drums                  |
| Slider 3:         |         | x | x | x | Duration Control     | Shortens/Lengthens the duration of notes for all Modules except Drums |
| Slider 4:         |         |   | x | x | Velocity Accents     | Controls the level of some notes in the Synth Arp and Piano Comp      |
| Slider 5:         | x       |   |   |   | Alternate Drum Map   | Selects one of many different Note Maps for the Drums                 |
| Slider 6:         |         | x |   |   | Note Pattern         | Selects one of many different Note Patterns for the Bass              |
| Slider 7:         |         |   | x |   | Note Pattern         | Selects one of many different Note Patterns for the Synth Arp         |
| Slider 8:         | x       |   |   |   | Repeat Repetitions   | Activates repeated notes on the Drums for syncopations and fills      |
| Switch 1:         | x       |   |   |   | Module Run [A]       | Turns the Drums on and off  |
| Switch 2:         |         | x |   |   | Module Run [B]       | Turns the Bass on and off   |
| Switch 3:         |         |   | x |   | Module Run [C]       | Turns the Synth Arp on and off  |
| Switch 4:         |         |   |   | x | Module Run [D]       | Turns the Piano Comp on and off                                       |
| Switch 5:         | x       |   |   |   | Improvisation On/Off | Activates Improvisation on the Drums                                  |
| Switch 6:         |         | x |   |   | Octave [B]           | Changes the octave of the Bass  |
| Switch 7:         |         |   | x |   | Octave [C]           | Changes the octave of the Synth Arp                                   |
| Switch 8:         |         |   |   | x | Octave [D]           | Changes the octave of the Piano Comp                                  |

| RT Control Sliders | Modules |   |   |   | Keyboard |    | IFX/MFX | Controller    | CC#  | Function   |
|--------------------|---------|---|---|---|----------|----|---------|---------------|------|--|
|                    | A       | B | C | D | LH       | RH |         |               |      |  |
| Slider 1:          |         | x |   |   |          |    |         | Filter Cutoff | CC74 | Brightens/Darkens the Filter on the Bass (use w/ Slider 2)   |
| Slider 2:          |         | x |   |   |          |    |         | Resonance     | CC71 | Controls the Resonance on the Bass (use w/ Slider 1)         |
| Slider 3:          |         |   | x |   |          |    |         | Filter EG     | CC79 | Brightens/Darkens the Synth Arp                              |
| Slider 4:          |         | x | x | x |          |    |         | Release       | CC72 | Lengthens the Release Time of the Bass, Synth Arp, and Piano |
| Slider 5:          |         |   |   |   |          | x  |         | Slider Mod. 5 | CC17 | Envelope/Filter Modulation on the RH Lead                    |
| Slider 6:          |         |   |   | x |          |    |         | Slider Mod. 6 | CC19 | Filter/Resonance modulation on the Piano Comp                |
| Slider 7:          |         |   | x | x | x        | x  | x       | Slider Mod. 7 | CC20 | Controls the amount of Delay on various parts of the Mix     |
| Slider 8:          | x       |   | x | x | x        | x  | x       | Slider Mod. 8 | CC21 | Controls the amount of Reverb on various parts of the Mix    |

| Joystick   | CC#  | Function                        |
|------------|------|---------------------------------|
| +X (Right) | ---- | Bend on RH Synth Lead           |
| -X (Left)  | ---- | Bend on RH Synth Lead           |
| +Y (Up)    | CC01 | Vibrato on RH Synth Lead        |
| -Y (Down)  | CC02 | Filter Mod LFO on RH Synth Lead |

| Other Controllers | CC#  | Function  |
|-------------------|------|---|
| Switch 1:         | CC80 | Pitch Mod on the Drums, Filter Mod on the Bass                        |
| Switch 2:         | CC81 | Activates portamento on the RH Lead and the Synth Arp (on by default) |
| Ribbon:           | CC16 | Filter Modulation on the RH Synth Lead                                |

| Drum Track |  |
|------------|--|
| Pattern:   | 358: Breakbeat Tamb [BrzPrc]                               |
| Function:  | Off by default – use to add a tambourine part to any scene |



This cool jazz combi layers two vintage Rhodes Suitcase EPs accompanied by a hip rhythm section complete with walking acoustic bass, guitar strumming or chugging, and complimentary pop drum kits – all of which the eight different KARMA Scenes modify for very cool jazzy change-ups. With KARMA Off or on, a nice hybrid acoustic/fretless bass in the LH can be expressively played with bending and vibrato while the damper latches the piano in the RH. Alternatively, play full-range like a piano - since KARMA is using “SmartScan” in the Dynamic MIDI Page, you can play one and two note lead lines over the chordal activity without changing the chord, and when the Damper is down, the chord cannot be changed no matter what you do. The scenes provide a nice build from minimal activity in Scene 1 up to a busier, more electronic groove in Scene 8. Note that the octave above Middle C (C4 to C5) can trigger the guitar and drums with a three-note chord, but not the bass.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Acoustic/Fretless Bass Hybrid  
**Right Hand:** Layered Rhodes E. Piano  
**Split Points:** B3/C4 (Bass) B4/C5 (Guitar)  
**Special Notes:** KARMA uses SmartScan so the keyboard can be played full-range



| KARMA Module | A                     | B                     | C                     | D                       |
|--------------|-----------------------|-----------------------|-----------------------|-------------------------|
| Instrument:  | Drums                 | Bass                  | Guitar                | Percussion              |
| GE:          | 1333                  | 1201                  | 0950                  | 1898                    |
| GE Name:     | Ride Pop 1 [All Kits] | Open Funk 1           | Dotted 16 Strum       | Hipster [Orig Perc Kit] |
| Category:    | Drum                  | Bass Pattern          | Strumming             | Drum                    |
| RTC Model:   | DP1 - Drum/Perc 1     | GV1 - Gated Vel/Pat 1 | GV1 - Gated Vel/Pat 1 | DP1 - Drum/Perc 1       |

| KARMA RT Controls | Modules |   |   |   | Name                      | Function   |
|-------------------|---------|---|---|---|---------------------------|--|
|                   | A       | B | C | D |                           |  |
| Slider 1:         | x       | x | x | x | Rhythm Swing %            | Changes the swing feel for all 4 Modules                               |
| Slider 2:         |         | x |   |   | Bend On/Off               | Activates different types of bending for the Bass                      |
| Slider 3:         |         | x |   |   | Duration Control          | Shortens/lengthens the duration of notes for the Bass                  |
| Slider 4:         |         |   | x |   | Duration Control          | Shortens/lengthens the duration of notes for the Guitar                |
| Slider 5:         | x       |   |   |   | Alternate Drum Map        | Chooses and alternate map for the Drums, such as sidestick/snare/rides |
| Slider 6:         | x       |   |   |   | Kick/Snare Level          | Controls the level of the Kick and Snare/Sidestick                     |
| Slider 7:         | x       |   |   |   | HiHats/Cym Level          | Controls the level of the Hihats and Cymbals in Module A               |
| Slider 8:         |         |   |   | x | Percussion Level          | Controls the overall level of the Percussion                           |
| Switch 1:         | x       |   |   |   | Module Run [A]            | Turns the Drums on and off   |
| Switch 2:         |         | x |   |   | Module Run [B]            | Turns the Bass on and off  |
| Switch 3:         |         |   | x |   | Module Run [C]            | Turns the Guitar on and off  |
| Switch 4:         |         |   |   | x | Module Run [D]            | Turns the Percussion on and off  |
| Switch 5:         | x       |   |   |   | Alternate Drum Map On/Off | Activates the Alternate Drum Map chosen by Slider 5 for the Drums      |
| Switch 6:         |         | x |   |   | Octave [B]                | Changes the octave of some of the notes in the Bass                    |
| Switch 7:         |         |   | x |   | Octave [C]                | Changes the octave of the Guitar                                       |
| Switch 8:         | x       |   |   |   | Note Randomize            | Applies randomization to the Drums                                     |

| RT Control<br>Sliders | Modules |   |   |   | Keyboard |    | IFX/<br>MFX | Controller    | CC#  | Function  |
|-----------------------|---------|---|---|---|----------|----|-------------|---------------|------|---|
|                       | A       | B | C | D | LH       | RH |             |               |      |   |
| Slider 1:             | x       |   | x |   |          |    |             | Filter Cutoff | CC74 | Brighten/darken the Guitar and Kick/Snare/Sidestick (use with Slider 2) |
| Slider 2:             | x       |   | x |   |          |    |             | Resonance     | CC71 | Resonance on the Guitar and Kick/Snare/Sidestick (use with Slider 1)    |
| Slider 3:             |         |   |   |   |          | x  |             | Filter EG     | CC79 | Brighten/darken (raise envelope) on the RH E. Piano                     |
| Slider 4:             |         |   |   |   |          | x  |             | Release       | CC72 | Lengthen/tighten the release of the RH E. Piano                         |
| Slider 5:             |         |   |   |   |          | x  | x           | Slider Mod. 5 | CC17 | Amount of Delay on RH E. Piano  |
| Slider 6:             |         |   |   |   |          | x  | x           | Slider Mod. 6 | CC19 | Depth of Chorus on RH E. Piano  |
| Slider 7:             |         |   |   |   |          | x  | x           | Slider Mod. 7 | CC20 | Amount of Chorus (Wet/Dry) on RH E. Piano                               |
| Slider 8:             |         |   |   |   |          |    | x           | Slider Mod. 8 | CC21 | Amount of Reverb  |

| Joystick   | CC#  | Function                                 |
|------------|------|--|
| +X (Right) | ---- | Bend on LH Bass                          |
| -X (Left)  | ---- | Bend on LH Bass                          |
| +Y (Up)    | CC01 | Vibrato on LH Bass                       |
| -Y (Down)  | CC02 | Pitch Mod on Drums, tighten Bass and Gtr |

| Other Controllers | CC#  | Function                                |
|-------------------|------|---|
| Switch 1:         | ---- | Octave Up (on keyboard and split point) |
| Switch 2:         | ---- | JS -Y & Ribbon Lock                     |
| Ribbon:           | CC16 | Brightens/Darkens the RH E.Piano        |

| Drum Track |  |
|------------|--|
| Pattern:   | 373: SwingHop Tamb [BrzPrc]                                |
| Function:  | Off by default – use to add a tambourine part to any scene |



This hard-driving electro groove features an effects extravaganza: the gated organ and synth arp running through two BPM-synced vintage wahs that are 180 degrees out of phase, so that one is rising while the other is falling, as they both pan around courtesy of KARMA, providing an interesting shifting soundscape on top of the slowly flanging backbeat synth bass. A polyphonic synth lead is provided in the RH area for soloing. The keyboard has been zoned for two-handed chords in the LH area, as illustrated by the eight pad assignments. Hit SW1 to add pitch mod to the drums and a pulsating filter mod to the RH Synth Lead – pull down on the JS to change the pitch of several of the oscillators in the RH Synth Lead. Note that the Drum Track can be used to add an additional beat running through one of the Vintage Wah effects.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Synth Pad  
**Right Hand:** Synth Lead (poly)  
**Split Points:** B4/C5  
**Special Notes:**



| KARMA Module | A                        | B                 | C                 | D                 |
|--------------|--------------------------|-------------------|-------------------|-------------------|
| Instrument:  | Drums                    | Bass              | Synth Arp         | Gated Organ       |
| GE:          | 1784                     | 1059              | 0011              | 1264              |
| GE Name:     | U-T E K N O [Dance Kits] | Back Beat Bass    | Arp Model 12 Up   | Gator             |
| Category:    | Drum                     | Bass Pattern      | Arpeggio          | Gated             |
| RTC Model:   | DP1 - Drum/Perc 1        | BL1 - Bass/Lead 1 | CL1 - Comp/Lead 1 | GC1 - Gated CCs 1 |

| KARMA RT Controls | Modules |   |   |   | Name               | Function   |
|-------------------|---------|---|---|---|--------------------|--|
|                   | A       | B | C | D |                    |  |
| Slider 1:         | x       | x | x | x | Rhythm Swing %     | Changes the swing feel for all 4 Modules                               |
| Slider 2:         | x       |   |   |   | Rhythm Complexity  | Controls the Complexity of the Drum Groove                             |
| Slider 3:         |         | x | x | x | Duration Control   | Controls the duration of notes for the Bass, Synth Arp and Gated Organ |
| Slider 4:         |         |   | x |   | Velocity Pattern   | Selects one of many patterns for Velocity Accents on the Synth Arp     |
| Slider 5:         | x       |   |   |   | Alternate Drum Map | Selects one of many Note Maps for the Drums                            |
| Slider 6:         |         | x |   |   | Note Pattern       | Selects one of three Note Patterns for the Bass                        |
| Slider 7:         |         |   | x |   | Note Pattern       | Selects one of many Note Patterns for the Synth Arp                    |
| Slider 8:         |         |   |   | x | Note Voicing       | Changes the voicing of the notes on the Gated Organ                    |
| Switch 1:         | x       |   |   |   | Module Run [A]     | Turns the Drums on and off   |
| Switch 2:         |         | x |   |   | Module Run [B]     | Turns the Bass on and off  |
| Switch 3:         |         |   | x |   | Module Run [C]     | Turns the Synth Arp on and off   |
| Switch 4:         |         |   |   | x | Module Run [D]     | Turns the Gated Organ on and off                                       |
| Switch 5:         | x       |   |   |   | Rhythm Syncopation | Activates a syncopation on the Drum beat                               |
| Switch 6:         |         | x |   |   | Octave [B]         | Changes the octave of the Bass   |
| Switch 7:         |         |   | x |   | Octave [C]         | Changes the octave of the Synth Arp                                    |
| Switch 8:         |         |   |   | x | Octave [D]         | Changes the octave of the Gated Organ                                  |

| RT Control Sliders | Modules |   |   |   | Keyboard |    | IFX/<br>MFX | Controller    | CC#  | Function  |
|--------------------|---------|---|---|---|----------|----|-------------|---------------|------|---|
|                    | A       | B | C | D | LH       | RH |             |               |      |   |
| Slider 1:          |         |   |   |   | x        | x  |             | Filter Cutoff | CC74 | Brightens/Darkens the LH/RH Synths (use w/ Slider 2)              |
| Slider 2:          |         |   |   |   | x        | x  |             | Resonance     | CC71 | Controls Resonance on the LH/RH Synths (use w/ Slider 1)          |
| Slider 3:          |         |   |   |   |          | x  |             | Filter EG     | CC79 | Controls the amount of Filter EG on the RH Synth only             |
| Slider 4:          |         |   |   |   | x        | x  |             | Release       | CC72 | Lengthens/Shortens the Release on the LH/RH Synths                |
| Slider 5:          |         |   | x | x |          |    | x           | Slider Mod. 5 | CC17 | Controls the level of the Wah on the Organ/Synth Arp (down = off) |
| Slider 6:          |         | x |   |   |          |    | x           | Slider Mod. 6 | CC19 | Controls the level of the Flanger on the Synth Bass (down = off)  |
| Slider 7:          |         | x | x | x | x        | x  | x           | Slider Mod. 7 | CC20 | Controls the amount of Delay on the mix                           |
| Slider 8:          |         | x | x | x | x        | x  | x           | Slider Mod. 8 | CC21 | Controls the amount of Chorus on the mix                          |

| Joystick   | CC#  | Function                                      |
|------------|------|---|
| +X (Right) | ---- | Bend on the RH Synth Lead                     |
| -X (Left)  | ---- | Bend on the RH Synth Lead                     |
| +Y (Up)    | CC01 | Vibrato on the RH Synth Lead                  |
| -Y (Down)  | CC02 | Changes pitch of Oscillators on RH Synth Lead |

| Other Controllers | CC#  | Function  |
|-------------------|------|---|
| Switch 1:         | CC80 | Activates Pitch Mod on Drums, Filter Modulation on RH Synth |
| Switch 2:         | CC81 | Activates Portamento on the RH Lead Synth (on by default)   |
| Ribbon:           | CC16 | Filter Modulation on the LH Pad and RH Synth Lead           |

| Drum Track |   |
|------------|---|
| Pattern:   | 396: Techno Trance 4[Trance]  |
| Function:  | Off by default – use to add an additional beat running through one of the Vintage Wah effects |

# 004 Grand Illusion - Motion Synth - 103 bpm

Ambient Techno/Latin



A pulsing, latinesque synth bass drives this ambient techno combi, along with a filtered resonant gated synth. Experiment with Slider 4, Time Signature, to change the overall shape of the Bass pattern. The RH provides an evocative layered synth-mallet sound that lends a very unique character to the lead, whether playing single note leads or chords. The LH provides a light slow synth combination filter pad that sweeps in and out under the punchy drums and bass. Pull back on JS-Y to change the octave of some of the elements in the LH Pad. While holding the JS back, lock it in by pressing SW2. Try the ribbon control to modify the sweeping LH pad and brighten/darken the bass riff (which can also be locked with SW2). Play around with the different KARMA Scenes to add some interesting variety and change-ups to the GE driven grooves – Scene 1 provides an interesting half-time feel.

## Keyboard, Split Points, KARMA Key Zones, Special Notes

**Left Hand:** Pad  
**Right Hand:** Synth Mallet Lead  
**Split Points:** B4/C5  
**Special Notes:** KARMA Off provides a nice, thicker pad sound



| KARMA Module | A                         | B                 | C                 | D                            |
|--------------|---------------------------|-------------------|-------------------|------------------------------|
| Instrument:  | Drums                     | Bass              | Gated Synth       | Perc                         |
| GE:          | 1616                      | 1104              | 1282              | 1872                         |
| GE Name:     | Electro Beat [Dance Kits] | Latin Bass 2      | OutOfTheClouds    | Big Ens. 1 [Brazil Perc Kit] |
| Category:    | Drum                      | Bass Pattern      | Gated             | Drum                         |
| RTC Model:   | DP1 - Drum/Perc 1         | BL1 - Bass/Lead 1 | GC1 - Gated CCs 1 | DP1 - Drum/Perc 1            |

| KARMA RT Controls | Modules |   |   |   | Name                      | Function   |
|-------------------|---------|---|---|---|---------------------------|--|
|                   | A       | B | C | D |                           |  |
| Slider 1:         | x       | x | x | x | Rhythm Swing %            | Changes the swing feel for all 4 Modules                               |
| Slider 2:         | x       |   |   |   | Rhythm Multiplier         | Puts the Drum groove into half-time                                    |
| Slider 3:         |         |   | x |   | Duration Control          | Shortens/Lengthens the duration of the slices for the Gated Synth      |
| Slider 4:         |         | x |   |   | Time Signature            | Changes the Time Signature on the Bass, 0= 1/4, 64 = 4/4, 127 = 8/4    |
| Slider 5:         | x       |   |   |   | Alternate Drum Map        | Chooses an alternate map for the Drums, such as different kick/snare   |
| Slider 6:         |         |   | x |   | Gate Type Vel<->CC        | Changes the Gate Type from chopping to retriggering on the Gated Synth |
| Slider 7:         | x       |   |   |   | Velocity Level [1]        | Controls the level of the Kick in the Drums                            |
| Slider 8:         |         |   |   | x | Velocity Level [2]        | Controls the level of some of the Percussion                           |
| Switch 1:         | x       |   |   |   | Module Run [A]            | Turns the Drums on/off   |
| Switch 2:         |         | x |   |   | Module Run [B]            | Turns the Bass on/off  |
| Switch 3:         |         |   | x |   | Module Run [C]            | Turns the Gated Synth on/off   |
| Switch 4:         |         |   |   | x | Module Run [D]            | Turns Percussion on/off  |
| Switch 5:         | x       |   |   |   | Alternate Drum Map On/Off | Activates the Alternate Drum Map chosen by Slider 5 for the Drums      |
| Switch 6:         |         |   | x |   | Note Scale Type           | Changes the chord voicing on the Gated Synth                           |
| Switch 7:         |         |   | x |   | Octave [C]                | Changes the octave on the Gated Synth                                  |
| Switch 8:         |         |   |   | x | Alternate Drum Map On/Off | Activates an Alternate Drum Map for the Percussion                     |

| RT Control Sliders | Modules |   |   |   | Keyboard |    | IFX/<br>MFX | Controller    | CC#  | Function  |
|--------------------|---------|---|---|---|----------|----|-------------|---------------|------|---|
|                    | A       | B | C | D | LH       | RH |             |               |      |   |
| Slider 1:          |         |   | x |   |          |    |             | Filter Cutoff | CC74 | Modulate filter on Gated Synth (use with Slider 2)    |
| Slider 2:          |         |   | x |   |          |    |             | Resonance     | CC71 | Modulate resonance on Gated Synth (use with Slider 1) |
| Slider 3:          |         | x |   |   |          |    |             | Filter EG     | CC79 | Increase/decrease brightness on Bass                  |
| Slider 4:          |         |   |   |   |          | x  |             | Release       | CC72 | Increase the release time on the RH Lead              |
| Slider 5:          |         | x |   |   |          |    |             | Slider Mod. 5 | CC17 | Modulate envelope and resonance on Bass               |
| Slider 6:          |         |   |   |   | x        |    |             | Slider Mod. 6 | CC19 | Add pitch modulation to the LH Pad                    |
| Slider 7:          |         |   | x |   | x        | x  | x           | Slider Mod. 7 | CC20 | Controls the amount of Delay on the mix               |
| Slider 8:          | x       | x | x | x | x        | x  | x           | Slider Mod. 8 | CC21 | Controls the amount of Reverb on the mix              |

| Joystick   | CC#  | Function                                |
|------------|------|---|
| +X (Right) | ---- | Bend RH Lead                            |
| -X (Left)  | ---- | Bend RH Lead                            |
| +Y (Up)    | CC01 | RH Lead Vibrato                         |
| -Y (Down)  | CC02 | Pitch Mod on LH Pad, Amp Mod on RH Lead |

| Other Controllers | CC#  | Function  |
|-------------------|------|---|
| Switch 1:         | CC80 | Modifies the LH Pad                                   |
| Switch 2:         | ---- | JS -Y and Ribbon Lock (LH Mod and Bass Mod)           |
| Ribbon:           | CC16 | Filter Modulation on LH Pad, and Bass (lock with SW2) |

| Drum Track |  |
|------------|--|
| Pattern:   | 364: Hip Bossa Tamb [BrzPrc]                               |
| Function:  | Off by default – use to add a tambourine part to any scene |



This lush and thick pad-based combi takes its name from the fact that the pad (timbres one and two) are tuned a 5th apart, giving even simple chords an exotic feel. The combi is meant to be played with two-handed chords below C5, using the sustain pedal to latch them while playing lead with the RH. Percolating bells and a pulsing synth spice up the orchestral percussion groove, while an arpeggio with a velocity envelope (causing it to die away) courtesy of Module D provides a nice accent. SW2, Ribbon, and JS all provide nice real-time control on the RH Synth Lead, with SW1 locking the changes. The eight Scenes provide different combinations and levels of activity for all four KARMA parts.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Thick Phased Synth Pad  
**Right Hand:** Mono Synth Lead  
**Split Points:** B4/C5  
**Special Notes:**



| KARMA Module | A                          | B                        | C                     | D                 |
|--------------|----------------------------|--------------------------|-----------------------|-------------------|
| Instrument:  | Orchestral Percussion      | Tubular Bells            | Pulsing Synth         | Arpeggio          |
| GE:          | 1883                       | 0083                     | 0767                  | 0230              |
| GE Name:     | Djemba1a 1 [Orig Perc Kit] | Drifting Cloud Pad Mover | Tagadah 2             | Arp w/End Loop    |
| Category:    | Drum                       | Arpeggio                 | Chord Rhythmic        | Melodic           |
| RTC Model:   | DP1 - Drum/Perc 1          | CL1 - Comp/Lead 1        | GV1 - Gated Vel/Pat 1 | CL1 - Comp/Lead 1 |

| KARMA RT Controls | Modules |   |   |   | Name                      | Function  |
|-------------------|---------|---|---|---|---------------------------|---|
|                   | A       | B | C | D |                           |   |
| Slider 1:         | x       | x | x | x | Rhythm Swing %            | Changes the swing feel for all 4 Modules                                    |
| Slider 2:         | x       |   |   |   | Rhythm Complexity         | Controls the complexity of the rhythm for the percussion                    |
| Slider 3:         |         |   | x |   | Duration Control          | Controls the length of notes for the Pulsing Synth                          |
| Slider 4:         |         | x | x | x | Velocity Accents          | Controls the velocity level of some notes for the Bells, Synth and Arpeggio |
| Slider 5:         | x       |   |   |   | Rhythm Multiplier         | Doubles the rhythm of the Orchestral Percussion                             |
| Slider 6:         |         |   | x |   | FX/Ctrl Pattern           | Selects one of many panning patterns for the Pulsing Synth                  |
| Slider 7:         |         |   | x |   | Note Pattern              | Changes the pattern and number of notes being generated for the Synth       |
| Slider 8:         |         |   |   | x | Note Voicing              | Changes the voicing (and hence the Note Pattern) of the Arpeggio            |
| Switch 1:         | x       |   |   |   | Module Run [A]            | Turns the Orchestral Percussion on and off                                  |
| Switch 2:         |         | x |   |   | Module Run [B]            | Turns the Tubular Bells on and off  |
| Switch 3:         |         |   | x |   | Module Run [C]            | Turns the Pulsing Synth on and off  |
| Switch 4:         |         |   |   | x | Module Run [D]            | Turns the Arpeggio on and off   |
| Switch 5:         | x       |   |   |   | Alternate Drum Map On/Off | Selects on a variation for the Orchestral Percussion                        |
| Switch 6:         |         | x |   |   | Octave [B]                | Changes the octave of the Tubular Bells                                     |
| Switch 7:         |         |   | x |   | Octave [C]                | Changes the octave of the Pulsing Synth                                     |
| Switch 8:         |         |   |   | x | Octave [D]                | Changes the octave of the Arpeggio  |

| RT Control<br>Sliders | Modules |   |   |   | Keyboard |    | IFX/<br>MFX | Controller    | CC#  | Function   |
|-----------------------|---------|---|---|---|----------|----|-------------|---------------|------|--|
|                       | A       | B | C | D | LH       | RH |             |               |      |  |
| Slider 1:             | x       |   |   |   |          |    |             | Filter Cutoff | CC74 | Opens/Close the Filter on the Drums – use with Slider 2    |
| Slider 2:             | x       |   |   |   |          |    |             | Resonance     | CC71 | Resonance on the Drums – use with Slider 1                 |
| Slider 3:             |         | x | x |   |          |    |             | Filter EG     | CC79 | Brightens/Darkens the Pulsing Synth and Tubular Bells      |
| Slider 4:             |         |   |   |   | x        |    |             | Release       | CC72 | Lengthens/Shortens the release on the LH Pad               |
| Slider 5:             |         |   |   |   |          | x  |             | Slider Mod. 5 | CC17 | Filter Modulation on the RH Synth Lead                     |
| Slider 6:             |         |   |   |   |          |    | x           | Slider Mod. 6 | CC19 | Amount of Tremolo effect on Tubular Bells (down to remove) |
| Slider 7:             |         |   |   |   |          |    | x           | Slider Mod. 7 | CC20 | Amount of BPM Delay on the Mix                             |
| Slider 8:             |         |   |   |   |          |    | x           | Slider Mod. 8 | CC21 | Amount of Reverb on the Mix                                |

| Joystick   | CC#  | Function                                 |
|------------|------|--|
| +X (Right) | ---- | Bend on Synth Lead                       |
| -X (Left)  | ---- | Bend on Synth Lead                       |
| +Y (Up)    | CC01 | Vibrato on RH Synth Lead                 |
| -Y (Down)  | CC02 | Filter/Pitch Mod. on RH Lead (SW1 Locks) |

| Other Controllers | CC#  | Function                                 |
|-------------------|------|--|
| Switch 1:         | ---- | JS –Y and Ribbon Lock (on RH Synth Lead) |
| Switch 2:         | CC81 | Activates Portamento on RH Synth Lead    |
| Ribbon:           | CC16 | Filter Modulation on RH Synth Lead       |

| Drum Track |  |
|------------|--|
| Pattern:   | 190: Balinese Joy [Rock]   |
| Function:  | Off by default – use to add additional delayed percussion to any scene |



This up-tempo electro-tech combi employs a unique gated vocoder riff supported by a solid house organ bass line and punchy big beat drum kit. An arpeggio driven by Module D on a reverb/delayed pure square lead is hidden (off) in the start-up Scene 7; however, very interesting additional flavors are easily accessed in the other scenes. Vocal, slow synth, and string pads can be played in the LH (with a thicker pad kicking in when KARMA is turned off), while layered mono synths are available for lead runs/improvisations in the RH. Pull back on JS – Y to tighten the drums and modulate the Bass, then lock it in while simultaneously hitting SW2. This various KARMA Scenes in this combi provide some really interesting alterations to each Module’s elements. Have fun!

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Synth Pad  
**Right Hand:** Mono Analog Synth Lead  
**Split Points:** B3/C4  
**Special Notes:**



| KARMA Module | A                     | B                      | C                 | D                 |
|--------------|-----------------------|------------------------|-------------------|-------------------|
| Instrument:  | Synth Bass            | Drums                  | Gated Synth       | Arpeggio          |
| GE:          | 1094                  | 1532                   | 1279              | 0057              |
| GE Name:     | Groove Globe 2        | BigBeat 05 [Some Kits] | Gated Thing 2     | arpeggiations     |
| Category:    | Bass Pattern          | Drum                   | Gated             | Arpeggio          |
| RTC Model:   | GV1 - Gated Vel/Pat 1 | DP1 - Drum/Perc 1      | GC1 - Gated CCs 1 | CL1 - Comp/Lead 1 |

| KARMA RT Controls | Modules |   |   |   | Name                | Function   |
|-------------------|---------|---|---|---|---------------------|--|
|                   | A       | B | C | D |                     |  |
| Slider 1:         | x       | x | x | x | Rhythm Swing %      | Changes the swing feel for all 4 Modules                               |
| Slider 2:         |         | x |   |   | Rhythm Complexity   | Controls the rhythmic activity of the Drums                            |
| Slider 3:         | x       |   | x |   | Duration Control    | Lengthens/shortens the duration of notes on the Bass and Gated Synth   |
| Slider 4:         |         |   | x |   | Velocity Accents    | Controls the velocity accents on some of the slices of the Gated Synth |
| Slider 5:         |         | x |   |   | Velocity Randomize  | Controls the velocity of some notes in the Drum groove, simplifying it |
| Slider 6:         |         | x |   |   | HiHats Level        | Controls the overall level of the hihats in the Drum groove            |
| Slider 7:         | x       |   |   |   | Rhythm Randomize[1] | Controls one way of randomizing the rhythm of the Bass                 |
| Slider 8:         | x       |   |   |   | Rhythm Randomize[2] | Controls a second way of randomizing the rhythm of the Bass            |
| Switch 1:         | x       |   |   |   | Module Run [A]      | Turns the Synth Bass on and off  |
| Switch 2:         |         | x |   |   | Module Run [B]      | Turns the Drums on and off   |
| Switch 3:         |         |   | x |   | Module Run [C]      | Turns the Gated Synth on and off                                       |
| Switch 4:         |         |   |   | x | Module Run [D]      | Turns the Arpeggio on and off  |
| Switch 5:         |         |   | x |   | Note Scale Type     | Changes the notes and chord of the Gated Synth                         |
| Switch 6:         |         | x |   |   | Note Transpose      | Transposes the Drum groove to provide a breakdown effect               |
| Switch 7:         |         |   | x |   | Octave [C]          | Changes the octave of the Gated Synth                                  |
| Switch 8:         |         |   |   | x | Octave [D]          | Changes the octave of the Arpeggio                                     |

| RT Control<br>Sliders | Modules |   |   |   | Keyboard |    | IFX/<br>MFX | Controller    | CC#  | Function   |
|-----------------------|---------|---|---|---|----------|----|-------------|---------------|------|--|
|                       | A       | B | C | D | LH       | RH |             |               |      |  |
| Slider 1:             |         |   |   |   | x        |    |             | Filter Cutoff | CC74 | Brightens/darkens the LH Pad timbres (use w/ Slider 2)     |
| Slider 2:             |         |   |   |   | x        |    |             | Resonance     | CC71 | Controls resonance on the LH Pad timbres (use w/ Slider 1) |
| Slider 3:             | x       |   |   |   |          |    |             | Filter EG     | CC79 | Brighten/darkens the Synth Bass via Filter Envelope        |
| Slider 4:             |         |   |   |   | x        |    |             | Release       | CC72 | Lengthens/shortens the release on the LH Pad timbres       |
| Slider 5:             |         |   | x |   |          |    |             | Slider Mod. 5 | CC17 | Brightens/darkens the Arpeggio                             |
| Slider 6:             |         |   |   |   |          | x  | x           | Slider Mod. 6 | CC19 | Controls the amount of delay on the RH Synth Lead          |
| Slider 7:             |         |   | x | x |          |    | x           | Slider Mod. 7 | CC20 | Controls the amount of delay on the Gated Synth and Arp    |
| Slider 8:             |         | x |   |   |          | x  | x           | Slider Mod. 8 | CC21 | Controls the amount of reverb on the Drums and RH Lead     |

| Joystick   | CC#  | Function                         |
|------------|------|----------------------------------|
| +X (Right) | ---- | Bend on RH Lead                  |
| -X (Left)  | ---- | Bend on RH Lead                  |
| +Y (Up)    | CC01 | Vibrato on RH Lead               |
| -Y (Down)  | CC02 | Pitch Mod Drums, Filter Mod Bass |

| Other Controllers | CC#  | Function                                      |
|-------------------|------|---|
| Switch 1:         | CC80 | Modulation on LH Pad and RH lead              |
| Switch 2:         | ---- | JS -Y Lock (Pitch Mod Drums, Filter Mod Bass) |
| Ribbon:           | CC16 | Filter Modulation on LH Pad sounds            |

| Drum Track |  |
|------------|--|
| Pattern:   | 360: Clave [BrzPrc]  |
| Function:  | Off by default – use to add an additional clapping part to any scene |

# 007 The Dark Side - LeadSplits - 98 bpm

Ambient Techno



This dark and moody ambient techno groove features a punchy drum and bass line, together with a beautiful clean guitar awash in delay and chorus (driven by the versatile Pink Guitar 2 GE reminiscent of some of Chris Isaak's slower expressive picking). A Doppler Effect on a Synth Arp has it fading in and out, providing an interesting sense of movement along with the echoing Guitar notes. The scenes get busier as you go up from the startup scene (5), and sparser as you go down, with Scene 1 dropping into a half-time feel. This evocative combi easily lends itself to dramatic television or movie sound tracks, with a set of dark and moody riffs and progressions artistically altered by the various KARMA Scenes. With KARMA running, pull back on JS-Y to induce a raunchy modulation to the Thick Synth Bass. Touching or sliding left on the ribbon control muffles the drums and bass.

## Keyboard, Split Points, KARMA Key Zones, Special Notes

**Left Hand:** Synth Pad  
**Right Hand:** Poly Synth Lead  
**Split Points:** B3/C4 (KARMA) B4/C5 (Pad/Lead)  
**Special Notes:** One octave of the synth pad (C4-B4) can be played without affecting KARMA



| KARMA Module | A                 | B                       | C                 | D                 |
|--------------|-------------------|-------------------------|-------------------|-------------------|
| Instrument:  | Synth Arp         | Drums                   | Synth Bass        | Guitar            |
| GE:          | 0588              | 1325                    | 1084              | 0986              |
| GE Name:     | SitarSitar 3      | Pop Groove 1 [All Kits] | Electro Bass 1    | Pink Guitar 2     |
| Category:    | Harmonic (Poly)   | Drum                    | Bass Pattern      | Pick              |
| RTC Model:   | CL1 - Comp/Lead 1 | DP1 - Drum/Perc 1       | BL1 - Bass/Lead 1 | CL1 - Comp/Lead 1 |

| KARMA RT Controls | Modules |   |   |   | Name               | Function  |
|-------------------|---------|---|---|---|--------------------|---|
|                   | A       | B | C | D |                    |   |
| Slider 1:         | x       | x | x | x | Rhythm Swing %     | Changes the swing feel for all 4 Modules                          |
| Slider 2:         |         | x |   |   | Rhythm Multiplier  | Changes the Drums to half-time                                    |
| Slider 3:         | x       |   | x |   | Duration Control   | Controls the length of notes for the Synth Arp and Bass           |
| Slider 4:         |         | x |   |   | Alternate Drum Map | Selects one of many different drum maps for the Drums             |
| Slider 5:         | x       |   |   |   | Velocity Accents   | Controls the velocity level of some of the notes in the Synth Arp |
| Slider 6:         | x       |   |   |   | Velocity Range Top | Controls the overall velocity level of the Synth Arp              |
| Slider 7:         | x       |   |   |   | Note Range Top     | Controls the highest pitch of the repeated notes in the Synth Arp |
| Slider 8:         |         |   |   | x | Note Pattern       | Changes the notes in the Guitar pattern                           |
| Switch 1:         |         | x |   |   | Module Run [B]     | Turns the Drums on and off  |
| Switch 2:         |         |   | x |   | Module Run [C]     | Turns the Bass on and off   |
| Switch 3:         | x       |   |   |   | Module Run [A]     | Turns the Synth Arp on and off                                    |
| Switch 4:         |         |   |   | x | Module Run [D]     | Turns the Guitar on and off                                       |
| Switch 5:         | x       |   |   |   | Octave [A]         | Changes the octave of the Synth Arp                               |
| Switch 6:         |         | x |   |   | Rhythm Complexity  | Changes the activity level of the Drums – sparse or busy          |
| Switch 7:         |         |   | x |   | Octave [C]         | Changes the octave of the Bass                                    |
| Switch 8:         |         |   |   | x | Octave [D]         | Changes the octave of the Guitar                                  |

| RT Control Sliders | Modules |   |   |   | Keyboard |    | IFX/<br>MFX | Controller    | CC#  | Function  |
|--------------------|---------|---|---|---|----------|----|-------------|---------------|------|---|
|                    | A       | B | C | D | LH       | RH |             |               |      |   |
| Slider 1:          | x       |   |   |   | x        |    |             | Filter Cutoff | CC74 | Opens/Close the Filter on the Synth Arp and Pad (KARMA Off) – use w/ Slider 2 |
| Slider 2:          | x       |   |   |   | x        |    |             | Resonance     | CC71 | Resonance on the Synth Arp and Pad (KARMA Off) – use w/ Slider1               |
| Slider 3:          |         |   | x |   |          |    |             | Filter EG     | CC79 | Brightens/darkens the Bass by varying envelope intensity                      |
| Slider 4:          |         |   |   |   | x        |    |             | Release       | CC72 | Lengthens/shortens the release on the LH Pad                                  |
| Slider 5:          |         |   |   |   |          | x  |             | Slider Mod. 5 | CC17 | Raise or lowers one of the timbres in the RH Synth Lead by an octave          |
| Slider 6:          |         |   |   | x |          |    | x           | Slider Mod. 6 | CC19 | Controls the amount of long delay on the Guitar                               |
| Slider 7:          | x       |   | x |   | x        | x  | x           | Slider Mod. 7 | CC20 | Controls the overall delay on various instruments                             |
| Slider 8:          | x       | x | x | x | x        | x  | x           | Slider Mod. 8 | CC21 | Controls the overall reverb on the mix  |

| Joystick   | CC#  | Function                       |
|------------|------|--------------------------------|
| +X (Right) | ---- | Bend on RH Synth Lead          |
| -X (Left)  | ---- | Bend on RH Synth Lead          |
| +Y (Up)    | CC01 | Vibrato on RH Synth Lead       |
| -Y (Down)  | CC02 | Filter Mod on Bass, and LH Pad |

| Other Controllers | CC#  | Function   |
|-------------------|------|--|
| Switch 1:         | CC65 | Portamento On/Off on RH Synth Lead                                   |
| Switch 2:         | CC81 | Remove Doppler effect from Synth Arp                                 |
| Ribbon:           | CC16 | Opens/Closes Filter on LH Pad (KARMA Off), and Drums/Bass (KARMA On) |

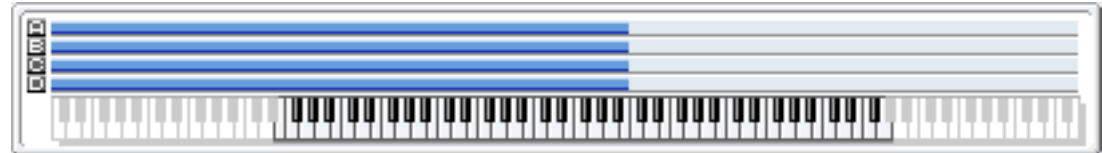
| Drum Track |   |
|------------|---|
| Pattern:   | 352: Conga Grv 2 [Conga]                                |
| Function:  | Off by default – use to add a conga groove to any scene |



A throbbing backbeat synth bass anchors this dark trance groove. Switch 1 over the JS can be used at any time to add a “doubled fill effect” courtesy of a delay effect, while Switch 2 activates a Talking Modulator effect on the Drums – try turning them both on and off at the same time. Start with KARMA off to improvise an intro while activating the chord pads. Make sure you hold the pad long enough for the motion synth “Pods in the Pad” to trickle in. The RH area features a thick evolving Pad/Lead that works nicely on top of the other pad, or the KARMA groove. When the feeling is right, turn KARMA on and hit chord pad 1 and jam away. Work through the KARMA Scenes to bring out variations, bridges and endings - have fun with this dynamic moving combi!

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Synth Pad  
**Right Hand:** Synth Pad/Lead  
**Split Points:** B4/C5  
**Special Notes:** Use SW1/SW2 for Drum Effects



| KARMA Module | A                     | B                    | C                 | D                 |
|--------------|-----------------------|----------------------|-------------------|-------------------|
| Instrument:  | Synth 1               | Drums                | Bass              | Synth 2           |
| GE:          | 0090                  | 1648                 | 1059              | 0190              |
| GE Name:     | Filter Arp            | House 08 [Some Kits] | Back Beat Bass    | Monophrase 2      |
| Category:    | Arpeggio              | Drum                 | Bass Pattern      | Melodic           |
| RTC Model:   | GV1 - Gated Vel/Pat 1 | DP1 - Drum/Perc 1    | BL1 - Bass/Lead 1 | CL1 - Comp/Lead 1 |

| KARMA RT Controls | Modules |   |   |   | Name                     | Function   |
|-------------------|---------|---|---|---|--------------------------|--|
|                   | A       | B | C | D |                          |  |
| Slider 1:         | x       | x | x | x | Rhythm Swing %           | Changes the swing feel for all 4 Modules                                     |
| Slider 2:         |         | x |   |   | Keys Held = Notes Played | Allows the number of notes you play to influence the complexity of the Drums |
| Slider 3:         | x       |   | x |   | Duration Control         | Controls the length of notes for Synth 1 and the Bass                        |
| Slider 4:         | x       |   |   |   | Velocity Accents         | Controls the velocity level of some of the notes in Synth 1                  |
| Slider 5:         |         |   |   | x | Duration Control         | Controls the length of notes for Synth 2                                     |
| Slider 6:         |         | x |   |   | Kick/Snare Level         | Controls the level of the Kick and Snare                                     |
| Slider 7:         |         | x |   |   | Repeat Repetitions       | Controls the number of repeated notes for the Drums                          |
| Slider 8:         |         | x |   |   | Alternate Drum Map       | Selects one of many different drum maps for the Drums                        |
| Switch 1:         | x       |   |   |   | Module Run [A]           | Turns Synth 1 on and off   |
| Switch 2:         |         | x |   |   | Module Run [B]           | Turns the Drums on and off   |
| Switch 3:         |         |   | x |   | Module Run [C]           | Turns the Bass on and off  |
| Switch 4:         |         |   |   | x | Module Run [D]           | Turns Synth 2 on and off   |
| Switch 5:         | x       |   |   |   | Octave [A]               | Changes the octave of Synth 1  |
| Switch 6:         |         | x |   |   | Note Randomize           | Activates a randomization on the Drums                                       |
| Switch 7:         |         |   | x |   | Octave [C]               | Changes the octave of the Bass   |
| Switch 8:         |         |   |   | x | Octave [D]               | Changes the octave of Synth 2  |

| RT Control Sliders | Modules |   |   |   | Keyboard |    | IFX/MFX | Controller    | CC#  | Function   |
|--------------------|---------|---|---|---|----------|----|---------|---------------|------|--|
|                    | A       | B | C | D | LH       | RH |         |               |      |  |
| Slider 1:          |         | x |   |   |          |    |         | Filter Cutoff | CC74 | Opens/Close the Filter on the Drums – use with Slider 2          |
| Slider 2:          |         | x |   |   |          |    |         | Resonance     | CC71 | Resonance on the Drums – use with Slider 1                       |
| Slider 3:          | x       |   |   |   |          |    |         | Filter EG     | CC79 | Controls the Filter Cutoff Frequency for Synth 1                 |
| Slider 4:          |         |   |   |   | x        | x  |         | Release       | CC72 | Lengthens/Shortens the release on the LH/RH pad                  |
| Slider 5:          |         |   |   | x |          |    |         | Slider Mod. 5 | CC17 | Changes the octave of the oscillators in Synth 2                 |
| Slider 6:          |         | x |   |   |          |    | x       | Slider Mod. 6 | CC19 | Push up to control the mix of the Bass Amp Tube Drive (on Drums) |
| Slider 7:          | x       |   |   | x | x        | x  | x       | Slider Mod. 7 | CC20 | Controls the amount of Flanger and Stereo Mod on several parts   |
| Slider 8:          |         | x |   |   |          |    | x       | Slider Mod. 8 | CC21 | Adds an Early Reflections Gated Reverb effect to the Drums       |

| Joystick   | CC#  | Function                                 |
|------------|------|--|
| +X (Right) | ---- | Bend on RH Synths                        |
| -X (Left)  | ---- | Bend on RH Synths                        |
| +Y (Up)    | CC01 | Modulation/Vibrato on LH and RH Synths   |
| -Y (Down)  | CC02 | Filter Modulation on Synth 1 and Synth 2 |

| Other Controllers | CC#  | Function   |
|-------------------|------|--|
| Switch 1:         | CC80 | Activates BPM Delay effect on Drums for a fill effect    |
| Switch 2:         | CC81 | Activates a Talking Modulator effect on the Drums        |
| Ribbon:           | CC16 | Filter Modulation on the Drums, and the LH and RH synths |

| Drum Track |   |
|------------|---|
| Pattern:   | 418: Techno Train K1+S1[Dance]  |
| Function:  | Off by default – use to add a “techno train” hi-hat part to any scene |



Here is a jazzy sort of hip-hop combi that uses three layered timbres to produce an EP processed by dual Mono-Mono IFX (parametric EQ plus Wah) for both hands in the lower C1 – B5 range, and a breathy flute for one or two note lead lines in the C6 – G9 zone. A full rhythm section complete with hip hop bass pattern, funky guitar strumming, and drop beat D n’ B drums, is punctuated (via KARMA Scenes 3, 7 & 8) with a very cool layered trumpet-sax riff that’s driven by the versatile Flute Improv GE (that is initially muted in Module D). The eight different KARMA Scenes provide for a nice variety of jazzy change-ups to the strumming, drum patterns and trumpet-sax improv. While playing a lead line in the upper RH and sustaining the piano with the damper, pull down on JS-Y to add a trill to the flute. Now hit SW2 to raise the keyboard an octave to provide a great range for this timbre. SW1 can be used to lock the position of the ribbon filter mod on the Drums. As with most of these combis, you can use the VJS to mix and match the four modules. Playing the pad triggers (1 to 8) evokes a chord progression brimming with maj/min 9ths, 11ths etc.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Electric Piano  
**Right Hand:** Solo Flute (top of kbd)  
**Split Points:** B5/C6  
**Special Notes:** SmartScan used for the piano area, so will not trigger/change unless 3 notes or more (except bass)



| KARMA Module | A                       | B                    | C                 | D                 |
|--------------|-------------------------|----------------------|-------------------|-------------------|
| Instrument:  | Drums                   | Bass                 | Guitar            | Brass             |
| GE:          | 1394                    | 1045                 | 0905              | 0260              |
| GE Name:     | Drop a beat [DanceKits] | HipHop Bass 2        | Funk Gtr          | Flute Improv      |
| Category:    | Drum                    | Bass Pattern         | Strumming         | Melodic           |
| RTC Model:   | DP1 - Drum/Perc 1       | DM1 - Drum Melodic 1 | CL1 - Comp/Lead 1 | CL1 - Comp/Lead 1 |

| KARMA RT Controls | Modules |   |   |   | Name               | Function  |
|-------------------|---------|---|---|---|--------------------|---|
|                   | A       | B | C | D |                    |   |
| Slider 1:         | x       | x | x | x | Rhythm Swing %     | Changes the swing feel for all 4 Modules  |
| Slider 2:         | x       |   |   |   | Improvisation      | Adds more or less improvisational feel to the Drum groove                         |
| Slider 3:         |         |   | x |   | Duration Control   | Controls the duration of notes for the Guitar                                     |
| Slider 4:         |         |   |   | x | Duration Control   | Controls the duration of notes for the Brass                                      |
| Slider 5:         | x       |   |   |   | Alternate Drum Map | Chooses an alternate Drum Map for the Drums, i.e. different kick/snare            |
| Slider 6:         | x       |   |   |   | Kick/Snare Level   | Controls the overall level of the Kick/Snare in the Drum groove                   |
| Slider 7:         | x       |   |   |   | Percussion Level   | Controls the overall level of the Percussion in the Drum groove                   |
| Slider 8:         |         |   | x |   | Velocity Pattern   | Varies the velocity of different notes in the Guitar Pattern, also activates bend |
| Switch 1:         | x       |   |   |   | Module Run [A]     | Turns the Drums on and off  |
| Switch 2:         |         | x |   |   | Module Run [B]     | Turns the Bass on and off   |
| Switch 3:         |         |   | x |   | Module Run [C]     | Turns the Guitar on and off   |
| Switch 4:         |         |   |   | x | Module Run [D]     | Turns the Brass on and off  |
| Switch 5:         | x       |   |   |   | Rhythm Syncopation | Adds rhythmic syncopation to the Drums  |
| Switch 6:         |         | x |   |   | Rhythm Multiplier  | Multiplies the rhythm of the Bass to half-time                                    |
| Switch 7:         |         |   | x |   | Octave [C]         | Changes the octave of the Guitar  |
| Switch 8:         |         |   |   | x | Octave [D]         | Changes the octave of the Brass, also provides more space in the phrase           |

| RT Control<br>Sliders | Modules |   |   |   | Keyboard |    | IFX/<br>MFX | Controller    | CC#  | Function   |
|-----------------------|---------|---|---|---|----------|----|-------------|---------------|------|--|
|                       | A       | B | C | D | LH       | RH |             |               |      |  |
| Slider 1:             |         |   |   |   | x        |    |             | Filter Cutoff | CC74 | Controls the Filter on the E.Piano (use with Slider 2)     |
| Slider 2:             |         |   |   |   | x        |    |             | Resonance     | CC71 | Controls the Resonance on the E. Piano (use with Slider 1) |
| Slider 3:             |         |   |   | x |          |    |             | Filter EG     | CC79 | Brightens/darkens the Brass                                |
| Slider 4:             |         |   | x |   |          |    |             | Release       | CC72 | Increases/decreases amount of Release on the Guitar        |
| Slider 5:             |         |   | x |   |          |    | x           | Slider Mod. 5 | CC17 | Controls the amount and depth of Phaser on the Guitar      |
| Slider 6:             |         |   |   |   | x        |    |             | Slider Mod. 6 | CC19 | Changes the pitch (tuning) of the E.Piano                  |
| Slider 7:             |         |   |   |   | x        |    | x           | Slider Mod. 7 | CC20 | Controls the amount of chorus and wah on the E.Piano       |
| Slider 8:             | x       | x | x | x | x        | x  | x           | Slider Mod. 8 | CC21 | Controls the amount of reverb and delay on the overall mix |

| Joystick   | CC#  | Function                        |
|------------|------|---------------------------------|
| +X (Right) | ---- | Bend on RH Solo Flute           |
| -X (Left)  | ---- | Bend on RH Solo Flute           |
| +Y (Up)    | CC01 | Vibrato on RH Solo Flute        |
| -Y (Down)  | CC02 | Activate trill on RH Solo Flute |

| Other Controllers | CC#  | Function   |
|-------------------|------|--|
| Switch 1:         | ---- | Locks the ribbon (Filter Mod on the Drums)                                       |
| Switch 2:         | ---- | Octave Up - Transposes the kbd and split down one octave for more RH Flute range |
| Ribbon:           | CC16 | Opens and closes the Filter on the Drums (lock with SW1)                         |

| Drum Track |   |
|------------|---|
| Pattern:   | 352: Conga Grv 2 [Conga]                              |
| Function:  | Off by default – use to add a conga part to any scene |

# 010 Organ Tranzplant - Organ - 139 bpm

Trance



A hypnotic tribal marimba-esque cluster of suspended tones provides the backdrop for this straight ahead trance groove, while a percolating synth arp weaves in and out of the steady driving beat of the drums and bass. The LH area provides an ethereal high-pitched pad to float on top, while the RH provides a heavy percussive organ (with Rotary Speaker on JS +Y) that sits nicely on top of it all. The scenes provide a nice build to higher levels of activity, with Scene 8 being set up to provide a fill effect you can use to link any of the scenes. It's worth noting that due to the built-in stacked fourths nature of the GE in Module C playing the mallet timbres, not all chord types will work well on all scenes – the chord triggers provide an example of the types of progressions that work well with this combi. For added variety in the KARMA grooves, use the JS +/- X to change the pitch of the drum groove, and lock it in with SW2.

## Keyboard, Split Points, KARMA Key Zones, Special Notes

**Left Hand:** High Synth Pad  
**Right Hand:** Percussive Organ  
**Split Points:** B3/C4  
**Special Notes:**



| KARMA Module | A                     | B                 | C                 | D                         |
|--------------|-----------------------|-------------------|-------------------|---------------------------|
| Instrument:  | Synth Arpeggio        | Bass              | Marimba           | Drums                     |
| GE:          | 0781                  | 1076              | 0318              | 1293                      |
| GE Name:     | Trance Riff 8         | E.BassLine 01     | 12/4 Wash 5th/4th | 4 on the floor [All Kits] |
| Category:    | Chord Rhythmic        | Bass Pattern      | Harmonic (Poly)   | Drum                      |
| RTC Model:   | GV1 – Gated Vel/Pat 1 | BL1 - Bass/Lead 1 | CL1 - Comp/Lead 1 | DP1 - Drum/Perc 1         |

| KARMA RT Controls | Modules |   |   |   | Name               | Function   |
|-------------------|---------|---|---|---|--------------------|--|
|                   | A       | B | C | D |                    |  |
| Slider 1:         | x       | x | x | x | Rhythm Swing %     | Changes the swing feel for all 4 Modules                               |
| Slider 2:         |         |   | x |   | Rhythm Pattern     | Selects one of many different Rhythm Patterns for the Bass             |
| Slider 3:         | x       | x | x |   | Duration Control   | Shortens/Lengthens the duration of notes for the Arp, Bass and Marimba |
| Slider 4:         | x       |   |   |   | Velocity Accents   | Controls the Velocity Level of some of the notes in the Synth Arp      |
| Slider 5:         | x       |   |   |   | Note Pattern       | Selects one of many different Note Patterns for the Synth Arp          |
| Slider 6:         |         | x |   |   | Rhythm Pattern     | Selects one of many different Rhythm Patterns for the Bass             |
| Slider 7:         | x       |   |   |   | Pan Pattern        | Selects one of many different Panning Patterns for the Synth Arp       |
| Slider 8:         |         |   |   | x | Alternate Drum Map | Selects one of many different Note Maps for the Drums                  |
| Switch 1:         | x       |   |   |   | Module Run [A]     | Turns the Synth Arp on and off   |
| Switch 2:         |         | x |   |   | Module Run [B]     | Turns the Bass on and off  |
| Switch 3:         |         |   | x |   | Module Run [C]     | Turns the Marimba on and off   |
| Switch 4:         |         |   |   | x | Module Run [D]     | Turns the Drums on and off   |
| Switch 5:         | x       |   |   |   | Octave [A]         | Changes the octave of the Synth Arp                                    |
| Switch 6:         |         | x |   |   | Octave [B]         | Changes the octave of the Bass   |
| Switch 7:         |         |   | x |   | Octave [C]         | Changes the octave of the Marimba                                      |
| Switch 8:         | x       |   |   |   | Transpose Pattern  | Activates an alternating octave transpose of the Synth Arp             |

| RT Control Sliders | Modules |   |   |   | Keyboard |    | IFX/MFX | Controller    | CC#  | Function   |
|--------------------|---------|---|---|---|----------|----|---------|---------------|------|--|
|                    | A       | B | C | D | LH       | RH |         |               |      |  |
| Slider 1:          |         |   |   | x |          |    |         | Filter Cutoff | CC74 | Brightens/Darkens Drums (use w/ Slider2)               |
| Slider 2:          |         |   |   | x |          |    |         | Resonance     | CC71 | Controls Resonance on the Drums (use w/ Slider1)       |
| Slider 3:          | x       |   |   |   |          |    |         | Filter EG     | CC79 | Brightens/Darkens the Synth Arp                        |
| Slider 4:          | x       |   |   |   |          |    |         | Release       | CC72 | Lengthens/Shortens the Release on the Synth Arp        |
| Slider 5:          |         |   |   |   | x        |    |         | Slider Mod. 5 | CC17 | Lengthens/Shortens the Envelopes/Release on the LH Pad |
| Slider 6:          |         | x |   |   |          |    | x       | Slider Mod. 6 | CC19 | Controls the amount of Phaser on the Bass              |
| Slider 7:          | x       |   | x |   |          |    | x       | Slider Mod. 7 | CC20 | Controls the amount of Delay on the mix                |
| Slider 8:          | x       |   | x | x | x        | x  | x       | Slider Mod. 8 | CC21 | Controls the amount of Reverb on the mix               |

| Joystick   | CC#  | Function                        |
|------------|------|---------------------------------|
| +X (Right) | ---- | Bend on Drums (Use SW to lock)  |
| -X (Left)  | ---- | Bend on Drums (Use SW to lock)  |
| +Y (Up)    | CC01 | Toggle Rotary Speaker Fast/Slow |
| -Y (Down)  | CC02 | Modulation on LH Synth Pad      |

| Other Controllers | CC#  | Function  |
|-------------------|------|---|
| Switch 1:         | CC80 | Removes the Snare (through IFX 5)                                     |
| Switch 2:         | ---- | JS X and Ribbon Lock (use to lock pitch bend on Drums, and/or Ribbon) |
| Ribbon:           | CC16 | Brightens/Darkens the Drums, Marimba and Bass - lock with SW2         |

| Drum Track |   |
|------------|---|
| Pattern:   | 396: Techno Trance 4 [Trance]   |
| Function:  | Off by default – use to add a tuned industrial groove through an Auto Pan Delay Effect to any scene |



This “ethnic-flavored” combi provides a lush motion pad in the LH that triggers a shimmering backdrop texture of kalimba and ocarina running through beat-synchronized delays, over a simply syncopated bass line. The RH provides a chifty flute for soloing (hit it harder for more chiff). The kalimba on Module D has one oscillator being affected by KARMA Wave-Sequencing, with different patterns and sounds available on Slider 8. Moving through the eight KARMA scenes yields a variety of change-ups to each module’s riffs. For example, go to Scene 3 to bring out an interesting bending oriental motif in module D; or, for a cascading ringing African Kalimba, go to Scene 7. The eight chord pad assignments illustrate the use of two-handed chords in the LH area, but single-handed chords can be used as well.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Motion Pad  
**Right Hand:** Chiffy Flute Lead  
**Split Points:** B3/C4  
**Special Notes:**



| KARMA Module | A                 | B                        | C                 | D                 |
|--------------|-------------------|--------------------------|-------------------|-------------------|
| Instrument:  | Ocarina           | Drums/Perc               | Bass              | Kalimba Wave-Seq  |
| GE:          | 0337              | 1877                     | 1095              | 2005              |
| GE Name:     | Candyland 2       | Conga 1 [Cuban Perc Kit] | Harmonics Bass    | Melodic Mover WS  |
| Category:    | Harmonic (Poly)   | Drum                     | Bass Pattern      | Wavesequencing    |
| RTC Model:   | CL1 - Comp/Lead 1 | DP1 - Drum/Perc 1        | BL1 - Bass/Lead 1 | CL1 - Comp/Lead 1 |

| KARMA RT Controls | Modules |   |   |   | Name              | Function   |
|-------------------|---------|---|---|---|-------------------|--|
|                   | A       | B | C | D |                   |  |
| Slider 1:         | x       | x | x | x | Rhythm Swing %    | Changes the swing feel for all 4 Modules                                   |
| Slider 2:         | x       |   |   |   | Rhythm Pattern    | Selects one of many Rhythm Patterns for the Ocarina                        |
| Slider 3:         | x       |   | x | x | Duration Control  | Shortens/lengthens the duration of notes for everything except the Drums   |
| Slider 4:         |         |   |   | x | Velocity Accents  | Controls the level of certain notes in the Kalimba Pattern                 |
| Slider 5:         | x       |   |   |   | Cluster Randomize | Increases the polyphony for the Ocarina – min = single notes, max = chords |
| Slider 6:         |         | x |   |   | Rhythm Complexity | Simplifies the Drum/Perc groove when moved towards 0                       |
| Slider 7:         |         |   | x |   | Rhythm Pattern    | Chooses one of many Rhythm Patterns for the Bass                           |
| Slider 8:         |         |   |   | x | WaveSeq Pattern   | Controls KARMA Wave-Sequencing on one oscillator of the Kalimba            |
| Switch 1:         | x       |   |   |   | Module Run [A]    | Turns the Ocarina on and off   |
| Switch 2:         |         | x |   |   | Module Run [B]    | Turns the Drums/Perc on and off  |
| Switch 3:         |         |   | x |   | Module Run [C]    | Turns the Bass on and off  |
| Switch 4:         |         |   |   | x | Module Run [D]    | Turns the Kalimba on and off   |
| Switch 5:         | x       |   |   |   | Octave [A]        | Changes the octave of the Ocarina  |
| Switch 6:         |         | x |   |   | Note Transpose    | Transpose the Drums/Perc for an alternate groove                           |
| Switch 7:         |         |   | x |   | Octave [C]        | Changes the octave of the Bass   |
| Switch 8:         |         |   |   | x | Octave [D]        | Changes the octave of the Kalimba  |

| RT Control Sliders | Modules |   |   |   | Keyboard |    | IFX/MFX | Controller    | CC#  | Function  |
|--------------------|---------|---|---|---|----------|----|---------|---------------|------|---|
|                    | A       | B | C | D | LH       | RH |         |               |      |   |
| Slider 1:          |         | x |   |   |          |    |         | Filter Cutoff | CC74 | Brightens/Darkens the Drums/Perc (use with Slider 2)          |
| Slider 2:          |         | x |   |   |          |    |         | Resonance     | CC71 | Controls Resonance on the drums (use with Slider 1)           |
| Slider 3:          | x       |   | x | x |          |    |         | Filter EG     | CC79 | Controls Filter EG Intensity on the Ocarina, Bass, Kalimba    |
| Slider 4:          |         |   |   |   |          | x  |         | Release       | CC72 | Controls the Release Time on the RH Lead                      |
| Slider 5:          |         |   |   |   | x        |    |         | Slider Mod. 5 | CC17 | Controls the length of Envelopes/Release on the LH Motion Pad |
| Slider 6:          |         |   |   |   | x        |    |         | Slider Mod. 6 | CC19 | Filter and Resonance Modulation on LH Motion Pad              |
| Slider 7:          | x       |   |   | x | x        | x  | x       | Slider Mod. 7 | CC20 | Controls the amount of Delay on parts of the Mix              |
| Slider 8:          |         | x |   |   | x        | x  | x       | Slider Mod. 8 | CC21 | Controls the amount of Reverb on parts of the Mix             |

| Joystick   | CC#  | Function                                |
|------------|------|---|
| +X (Right) | ---- | Bend on RH Flute Lead                   |
| -X (Left)  | ---- | Bend on RH Flute Lead                   |
| +Y (Up)    | CC01 | Vibrato on the LH Pad and RH Flute Lead |
| -Y (Down)  | CC02 | Subtle "growl" on RH Flute Lead         |

| Other Controllers | CC#  | Function   |
|-------------------|------|--|
| Switch 1:         | CC80 | Changes the character of the LH Motion Pad                             |
| Switch 2:         | CC65 | Activates Portamento on the Kalimba for an interesting "chirpy" effect |
| Ribbon:           | CC16 | Filter modulation on the Drums/Perc, and the RH Flute Lead             |

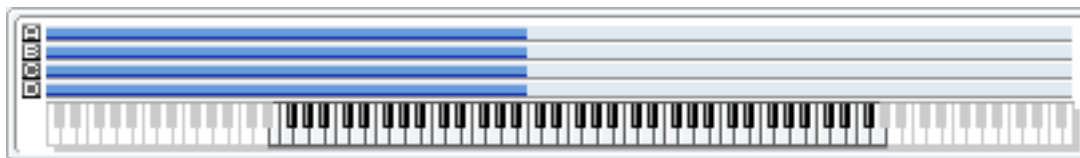
| Drum Track |   |
|------------|---|
| Pattern:   | 341: Clave [OrigPerc]   |
| Function:  | Off by default – use to add an additional clave part to any scene |



This up-tempo techno combi presents 3 layered vintage fast synths slightly detuned against each other for classic single note leads or chords in the RH (C4 – G9). With KARMA Off, try improvising an intro with the three layered synth basses in the LH (C1 – B3) while playing leads or chords with the fast synths in the RH – the damper purposely latches the bass, but not the RH. Five drum kits have been zoned to bring out various pieces of their kits provided in the different KARMA Scenes with a 4-on-the-floor dance GE. Scene eight yields a buzzing drum breakdown. Module C's KARMA Wave-Sequencing GE results in different sounds, ranging from percolating rhythms to cycling waveforms in different scenes. Give the ribbon quick sweeps to bring in a Talking Modulator effect on the percolating WavSeq Synth. SW1 gives a nice portamento for the fast synths.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Pad (KARMA On), Bass  
**Right Hand:** Poly Synth Lead  
**Split Points:** B3/C4  
**Special Notes:** Ribbon activates Talking Modulator effect



| KARMA Module | A                          | B                 | C                      | D                 |
|--------------|----------------------------|-------------------|------------------------|-------------------|
| Instrument:  | Drums                      | Synth Bass        | WavSeq Synth           | Choppy Synth      |
| GE:          | 1663                       | 1159              | 2011                   | 1257              |
| GE Name:     | House4onFloor [Dance Kits] | Digi Syn Bass 2   | WaveSeq 2 (Ind.Phases) | Analog Pad Gate 2 |
| Category:    | Drum                       | Bass Pattern      | Wavesequence           | Gated             |
| RTC Model:   | DP1 - Drum/Perc 1          | BL1 - Bass/Lead 1 | WS2 - Wave Seq 2       | GC1 - Gated CCs 1 |

| KARMA RT Controls | Modules |   |   |   | Name              | Function  |
|-------------------|---------|---|---|---|-------------------|---|
|                   | A       | B | C | D |                   |   |
| Slider 1:         | x       | x | x | x | Rhythm Swing %    | Changes the swing feel for all 4 Modules              |
| Slider 2:         | x       |   |   |   | HiHats/Cym Level  | Controls the level of the HiHats/Cymbals on the Drums |
| Slider 3:         |         | x | x | x | Duration Control  | Lengthens/Tightens the duration of Modules B,C, D     |
| Slider 4:         |         | x |   | x | Velocity Accents  | Adds Velocity Accents to the Bass and Choppy Synth    |
| Slider 5:         | x       |   |   |   | Rhythm Complexity | Controls the complexity of the Drum Groove            |
| Slider 6:         |         | x |   |   | Env. Attack Time  | Controls a Filter Envelope on the Bass                |
| Slider 7:         |         |   | x |   | Note Scale Type   | Changes the notes in the WavSeq Synth                 |
| Slider 8:         |         |   |   | x | Note Scale Type   | Changes the notes in the Choppy Synth                 |
| Switch 1:         | x       |   |   |   | Module Run [A]    | Turns the Drums on and off                            |
| Switch 2:         |         | x |   |   | Module Run [B]    | Turns the Synth Bass on and off                       |
| Switch 3:         |         |   | x |   | Module Run [C]    | Turns the WavSeq Synth on and off                     |
| Switch 4:         |         |   |   | x | Module Run [D]    | Turns Choppy Synth on and off                         |
| Switch 5:         | x       |   |   |   | Note Transpose    | Transposes the Drums for an alternate rhythm          |
| Switch 6:         |         | x |   |   | Octave [B]        | Changes the octave of the Bass                        |
| Switch 7:         |         |   | x |   | Octave [C]        | Changes the octave of the WavSeq Synth                |
| Switch 8:         |         |   |   | x | Octave [D]        | Changes the octave of the Choppy Synth                |

| RT Control<br>Sliders | Modules |   |   |   | Keyboard |    | IFX/<br>MFX | Controller    | CC#  | Function  |
|-----------------------|---------|---|---|---|----------|----|-------------|---------------|------|---|
|                       | A       | B | C | D | LH       | RH |             |               |      |   |
| Slider 1:             | x       |   | x | x | x        |    |             | Filter Cutoff | CC74 | Brightens/darkens a mix of various timbres                          |
| Slider 2:             |         | x |   |   | x        |    |             | Resonance     | CC71 | Increases/decreases resonance on the Synth Bass                     |
| Slider 3:             |         | x |   |   | x        |    |             | Filter EG     | CC79 | Increases/decreases brightness on the Synth Bass                    |
| Slider 4:             |         |   |   |   | x        | x  |             | Release       | CC72 | Lengthens/tightens release on the RH Synth Lead, LH Pad             |
| Slider 5:             |         |   |   |   |          | x  | x           | Slider Mod. 5 | CC17 | Increases/decreases the amount of Chorus on the RH Lead             |
| Slider 6:             | x       |   |   |   |          |    |             | Volume        | CC07 | Provides an alternate mix oon the Drums by removing several timbres |
| Slider 7:             |         |   | x | x |          | x  | x           | Slider Mod. 7 | CC20 | Increases/decreases the amount of Delay on various timbres          |
| Slider 8:             |         |   | x | x | x        | x  | x           | Slider Mod. 8 | CC21 | Increases/decreases the amount of Reverb on various timbres         |

| Joystick   | CC#  | Function                           |
|------------|------|------------------------------------|
| +X (Right) | ---- | Bend on RH Synth Lead              |
| -X (Left)  | ---- | Bend on RH Synth Lead              |
| +Y (Up)    | CC01 | Vibrato on RH Synth Lead and LH    |
| -Y (Down)  | CC02 | Pitch Mod on RH Synth (lock w/SW2) |

| Other Controllers | CC#  | Function   |
|-------------------|------|--|
| Switch 1:         | CC65 | Portamento On/Off on RH Synth Lead                       |
| Switch 2:         | ---- | JS -Y Lock (locks Pitch Mod on RH Synth Lead)            |
| Ribbon:           | CC16 | Activates a talking modulator effect on the WavSeq Synth |

| Drum Track |  |
|------------|--|
| Pattern:   | 349: Triangle 2 [Orig Perc]  |
| Function:  | Off by default – use to add an additional triangle part to any scene |



This combi features that classic “cheesy” combo organ sound and a trashy rock groove reminiscent of surf music or British Invasion rock n’ roll back in the ‘60s. Two instances of program Vox Organ SW2 Tabs have been assigned, layered with g017 Italian 60sOrgan - one zoned C1 ~ B3 to simulate the lower left hand manual, and the other from C4 ~ G9 representing the upper manual. Two Drum GEs “trade-off” to produce a fill at different times - the frequency of the fill is controlled by Switch 7. This combi can be played with both hands across the keyboard for nostalgic vintage rock and roll riffs to take you down memory lane; or for those Quentin Tarantino B-Movie sound tracks. The scenes present many variations of strumming, drums and bass riff – try Scene 8 for a fast double time!

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Combo Organ (comp)  
**Right Hand:** Combo Organ (lead)  
**Split Points:** B3/C4  
**Special Notes:** If you start off with the RH, you can have it trigger the Drums.



| KARMA Module | A                     | B                          | C                 | D                     |
|--------------|-----------------------|----------------------------|-------------------|-----------------------|
| Instrument:  | Drum Groove           | Drum Fill                  | Bass              | Electric Guitar       |
| GE:          | 1303                  | 1981                       | 1074              | 0926                  |
| GE Name:     | Basic Rock [All Kits] | Solo-32nds [Acoustic Kits] | E.Bass Finger 2   | Random Rhythm Guitars |
| Category:    | Drum                  | Drum                       | Bass Pattern      | Strumming             |
| RTC Model:   | DP1 - Drum/Perc 1     | DP1 - Drum/Perc 1          | BL1 - Bass/Lead 1 | CL1 - Comp/Lead 1     |

| KARMA RT Controls | Modules |   |   |   | Name                      | Function   |
|-------------------|---------|---|---|---|---------------------------|--|
|                   | A       | B | C | D |                           |  |
| Slider 1:         | x       | x | x | x | Rhythm Swing %            | Changes the swing feel for all 4 Modules                                   |
| Slider 2:         | x       | x |   |   | Rhythm Complexity         | Increases the rhythmic activity of the Drums                               |
| Slider 3:         |         |   | x |   | Duration Control          | Changes the duration of notes for the Bass                                 |
| Slider 4:         |         |   | x | x | Velocity Accents          | Changes the velocity accents of some notes for the Bass and Guitar         |
| Slider 5:         | x       | x |   |   | Alternate Drum Map        | Chooses an alternate map for the both Drum GEs, such as sidestick/ride     |
| Slider 6:         | x       | x |   |   | Repeat Repetitions        | Increases the number of repetitions of repeated notes for the Drums, 0=Off |
| Slider 7:         | x       | x |   |   | Repeat Rhythm Value       | Changes the rhythmic value of the repeated notes for the Drums             |
| Slider 8:         | x       | x |   |   | Repeat Transpose          | Changes the Transpose of the repeated notes for the Drums                  |
| Switch 1:         | x       |   |   |   | Module Run [A]            | Turns the Drum Groove on and off   |
| Switch 2:         |         | x |   |   | Module Run [B]            | Turns the Drum Fill on and off   |
| Switch 3:         |         |   | x |   | Module Run [C]            | Turns the Bass on and off  |
| Switch 4:         |         |   |   | x | Module Run [D]            | Turns the Electric Guitar on and off                                       |
| Switch 5:         | x       | x |   |   | Alternate Drum Map On/Off | Activates the Alternate Drum Map chosen by Slider 5 for both Drum GEs      |
| Switch 6:         |         |   | x |   | Note Transpose            | Controls the Octave of some of the notes in the Bass pattern               |
| Switch 7:         | x       | x |   |   | Fill                      | Controls how often the Drum fill from Module B happens: 4 or 8 beats       |
| Switch 8:         |         |   |   | x | Rhythm Pattern            | Switches the Guitar from sparse chords to a constant strumming             |

| RT Control<br>Sliders | Modules |   |   |   | Keyboard |    | IFX/<br>MFX | Controller    | CC#  | Function   |
|-----------------------|---------|---|---|---|----------|----|-------------|---------------|------|--|
|                       | A       | B | C | D | LH       | RH |             |               |      |  |
| Slider 1:             | x       | x |   | x |          |    |             | Filter Cutoff | CC74 | Makes the Drums and Guitar brighter/darker                 |
| Slider 2:             | x       | x |   | x |          |    |             | Resonance     | CC71 | Adds resonance to the Drums and Guitar (use with Slider 1) |
| Slider 3:             |         |   | x |   |          |    |             | Filter EG     | CC79 | Controls Filter EG for the Bass, changing the sound        |
| Slider 4:             |         |   |   |   | x        | x  |             | Release       | CC72 | Lengthens the release of the Organs, for spacey sounds     |
| Slider 5:             |         |   |   |   | x        | x  |             | Slider Mod. 5 | CC17 | Adds modulation to the Organs, increasing the "cheese"     |
| Slider 6:             |         |   |   | x |          |    | x           | Slider Mod. 6 | CC19 | Up removes the distortion on the Guitar                    |
| Slider 7:             |         |   |   |   | x        | x  | x           | Slider Mod. 7 | CC20 | Increases/decreases the Tape Delay on the Organs           |
| Slider 8:             | x       | x |   |   | x        | x  | x           | Slider Mod. 8 | CC21 | Increases/decreases the reverb on the Organ and main mix   |

| Joystick   | CC#  | Function                                    |
|------------|------|---|
| +X (Right) | ---- | Bend RH Organ Lead                          |
| -X (Left)  | ---- | Bend RH Organ Lead                          |
| +Y (Up)    | CC01 | Vibrato on the Organs                       |
| -Y (Down)  | CC02 | Pitch Mod on the Drums, Tighten Guitar/Bass |

| Other Controllers | CC#  | Function  |
|-------------------|------|---|
| Switch 1:         | CC80 | Adds a tremolo effect to the Guitar               |
| Switch 2:         | ---- | JS -Y Lock (Pitch Mod Drums, Tighten Guitar/Bass) |
| Ribbon:           | CC16 | Filter Modulation on the Organs                   |

| Drum Track |  |
|------------|--|
| Pattern:   | 364: Hip Bossa Tamb [BrzPrc]   |
| Function:  | Off by default – use to add an additional tambourine part to any scene |

# 014 Tommy at the Gate - LeadSplits - 120 bpm

Rock



This 16 timbre combi presents another classic British rock groove. A gated organ reminiscent of The Who's "Won't Get Fooled Again" is featured in this pad and analog lead split. This combi also shows how the Pads can be used to individually cut off different modules: Pads 1-4 trigger all Modules, Pads 5 and 6 turn off the Organ, and Pads 7 and 8 turn off the Drums and Piano Comp. Thus, moving from Scene to Scene yields a variety of patterns, gated chops and drum rhythms, thanks to KARMA's ability to alter GEs. Two mono lead synths have been layered two octaves apart and detuned slightly against each other for piercing lead lines to play over the gated organ and other KARMA driven rhythms. SW1 applies/removes portamento to this great lead sound. With KARMA On and Latched, follow the progression through Pads 1 – 8 and have fun jamming while reminiscing to visions of The Who.

## Keyboard, Split Points, KARMA Key Zones, Special Notes

**Left Hand:** Synth Pad  
**Right Hand:** Mono Analog Lead  
**Split Points:** B4/C5  
**Special Notes:** Pads are set to stop certain Modules in Dynamic MIDI



| KARMA Module | A                    | B                 | C                     | D                 |
|--------------|----------------------|-------------------|-----------------------|-------------------|
| Instrument:  | Drums                | Bass              | E.Piano Comp          | Gated Organ       |
| GE:          | 1413                 | 1101              | 0690                  | 1272              |
| GE Name:     | HipHop 14 [All Kits] | Jungle Bass 2     | Epic Trance Riff      | Chop Pad/Arp      |
| Category:    | Drum                 | Bass Pattern      | Chord Rhythmic        | Gated             |
| RTC Model:   | DP1 - Drum/Perc 1    | BL1 - Bass/Lead 1 | GV1 - Gated Vel/Pat 1 | GC1 - Gated CCs 1 |

| KARMA RT Controls | Modules |   |   |   | Name               | Function   |
|-------------------|---------|---|---|---|--------------------|--|
|                   | A       | B | C | D |                    |  |
| Slider 1:         | x       | x | x | x | Rhythm Swing %     | Changes the swing feel for all 4 Modules                             |
| Slider 2:         | x       |   |   |   | Note Randomize     | Changes the activity of the Drum Groove                              |
| Slider 3:         |         | x | x |   | Duration Control   | Controls the duration of notes for the Bass and E.Piano Comp         |
| Slider 4:         |         | x | x |   | Velocity Accents   | Controls the level of velocity accents for the Bass and E.Piano Comp |
| Slider 5:         | x       |   |   |   | Alternate Drum Map | Choose one of many different Drum Groove remappings                  |
| Slider 6:         |         | x |   |   | Rhythm Pattern     | Changes the rhythm and notes of the Bass pattern                     |
| Slider 7:         |         |   | x |   | Note Pattern       | Changes the rhythm and notes of the E.Piano Comp pattern             |
| Slider 8:         |         |   |   | x | Pan Pattern        | Chooses one of many different panning patterns for the Gated Organ   |
| Switch 1:         | x       |   |   |   | Module Run [A]     | Turns the Drums on and off   |
| Switch 2:         |         | x |   |   | Module Run [B]     | Turns the Bass on and off  |
| Switch 3:         |         |   | x |   | Module Run [C]     | Turns the Synth Comp on and off                                      |
| Switch 4:         |         |   |   | x | Module Run [D]     | Turns the Gated Organ on and off                                     |
| Switch 5:         | x       |   |   |   | Rhythm Multiplier  | Changes the Drum Groove to half-time                                 |
| Switch 6:         |         | x |   |   | Octave [B]         | Changes the octave of the Bass                                       |
| Switch 7:         |         |   | x |   | Octave [C]         | Changes the octave of the E.Piano Comp                               |
| Switch 8:         |         |   |   | x | Octave [D]         | Changes the octave of the Gated Organ                                |

| RT Control Sliders | Modules |   |   |   | Keyboard |    | IFX/MFX | Controller    | CC#  | Function  |
|--------------------|---------|---|---|---|----------|----|---------|---------------|------|---|
|                    | A       | B | C | D | LH       | RH |         |               |      |   |
| Slider 1:          |         |   |   |   |          | x  |         | Filter Cutoff | CC74 | Controls Filter Cutoff on the RH Lead (use w/ Slider 2)       |
| Slider 2:          |         |   |   |   |          |    | x       | Resonance     | CC71 | Controls Resonance on the RH Lead (use w/ Slider 1)           |
| Slider 3:          |         | x |   |   | x        |    |         | Filter EG     | CC79 | Brightens/Darkens the Bass (KARMA On) and LH Pad (K. Off)     |
| Slider 4:          |         |   |   |   | x        |    |         | Release       | CC72 | Controls the Release Time for the LH Synth Pad                |
| Slider 5:          |         |   |   | x |          |    | x       | Slider Mod. 5 | CC17 | Down to remove the Wah effect from the Gated Organ            |
| Slider 6:          |         |   |   |   |          | x  |         | F/A Decay     | CC75 | Controls the Filter and Amplitude Decay for the RH Synth Lead |
| Slider 7:          |         |   | x | x |          | x  | x       | Slider Mod. 7 | CC20 | Controls the amount of Delay on various timbres               |
| Slider 8:          | x       | x | x | x | x        | x  | x       | Slider Mod. 8 | CC21 | Controls the amount of Reverb on the overall mix              |

| Joystick   | CC#  | Function                                    |
|------------|------|---|
| +X (Right) | ---- | Bend on the RH Synth Lead                   |
| -X (Left)  | ---- | Bend on the RH Synth Lead                   |
| +Y (Up)    | CC01 | Vibrato on the RH Synth Lead                |
| -Y (Down)  | CC02 | Filter Modulation on the RH Lead (Lock SW2) |

| Other Controllers | CC#  | Function   |
|-------------------|------|--|
| Switch 1:         | CC65 | Activates Portamento for the RH Synth Lead (on by default) |
| Switch 2:         | ---- | JS-Y Lock (RH Lead Filter Modulation)                      |
| Ribbon:           | CC16 | Provides Filter Modulation for the RH Synth Lead           |

| Drum Track |   |
|------------|---|
| Pattern:   | 405: Love for [Trance]  |
| Function:  | Off by default – use to add a metallic industrial groove to any scene |



In the style of an “Electronic Orchestral Film Cue”, this combi provides three orchestral GEs of brass and strings over a regular drum kit, with a choir and low analog strings in the LH area, and a fanfare hybrid acoustic/analog brass sound in the RH. The LH is zoned wide enough to use two-handed chords for basic input to KARMA, creating more interesting arpeggiations in the strings. Activate SW2 to boost the LH choir sound. Pull back on JS-Y in Scenes 3, 6, & 7 to modulate the pitch on the tambourine and drums.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Choir Pad, Analog Strings at the Bottom

**Right Hand:** Fanfare Brass Lead

**Split Points:** B4/C5

**Special Notes:**



| KARMA Module | A                 | B                 | C                     | D                    |
|--------------|-------------------|-------------------|-----------------------|----------------------|
| Instrument:  | Drums             | Brass Phrase      | Strings1 (Arp)        | Strings2 (Chord)     |
| GE:          | 1318              | 0034              | 0031                  | 0682                 |
| GE Name:     | Killer [All Kits] | Echo Arp 1        | Classical Arpeggiando | Dynamic Orch.        |
| Category:    | Drum              | Arpeggio          | Arpeggio              | Chord Rhythmic       |
| RTC Model:   | DP1 - Drum/Perc 1 | CL1 - Comp/Lead 1 | CL1 - Comp/Lead 1     | GV1- Gated Vel/Pat 1 |

| KARMA RT Controls | Modules |   |   |   | Name               | Function  |
|-------------------|---------|---|---|---|--------------------|---|
|                   | A       | B | C | D |                    |   |
| Slider 1:         | x       | x | x | x | Rhythm Swing %     | Changes the swing feel for all 4 Modules                                    |
| Slider 2:         | x       |   |   |   | HiHats Level       | Controls the overall level of the hihats in the Drum Groove                 |
| Slider 3:         |         | x |   |   | Duration Control   | Lengthens/shortens the duration of notes for the Brass Phrase               |
| Slider 4:         |         | x |   |   | Velocity Accents   | Adds Velocity Accents to the Brass Phrase                                   |
| Slider 5:         | x       |   |   |   | Percussion Level   | Controls the overall level of the percussion in the Drum Groove             |
| Slider 6:         | x       |   |   |   | Rhythm Complexity  | Changes the overall rhythmic activity of the Drum Groove                    |
| Slider 7:         |         |   |   | x | Cluster Pattern    | Changes the Cluster Pattern for Strings 2, creating different note patterns |
| Slider 8:         |         |   | x |   | Pan Pattern        | Activates different Panning Patterns for Strings1                           |
| Switch 1:         | x       |   |   |   | Module Run [A]     | Turns the Drums on and off  |
| Switch 2:         |         | x |   |   | Module Run [B]     | Turns the Brass Phrase on and off   |
| Switch 3:         |         |   | x |   | Module Run [C]     | Turns Strings1 (Arp) on and off   |
| Switch 4:         |         |   |   | x | Module Run [D]     | Turns Strings2 (Chord) on and off   |
| Switch 5:         | x       |   |   |   | Alternate Drum Map | Selects a different tuning for the Drum Kit, producing an alternate groove  |
| Switch 6:         |         | x |   |   | Octave [B]         | Changes the octave of the Brass Phrase                                      |
| Switch 7:         |         |   | x |   | Octave [C]         | Changes the octave of Strings1 (Arp)  |
| Switch 8:         |         |   |   | x | Octave [D]         | Changes the octave of Strings2 (Chords)                                     |

| RT Control Sliders | Modules |   |   |   | Keyboard |    | IFX/MFX | Controller    | CC#  | Function   |
|--------------------|---------|---|---|---|----------|----|---------|---------------|------|--|
|                    | A       | B | C | D | LH       | RH |         |               |      |  |
| Slider 1:          |         |   |   |   |          | x  |         | Filter Cutoff | CC74 | Brightens/darkens the RH Brass Lead (use w/Slider 2)           |
| Slider 2:          |         |   |   |   |          | x  |         | Resonance     | CC71 | Controls the resonance on the RH Brass Lead (use w/Slider 1)   |
| Slider 3:          |         |   | x | x |          |    |         | Filter EG     | CC79 | Brightens/darkens Strings1 and Strings2                        |
| Slider 4:          |         |   |   |   | x        |    |         | Release       | CC72 | Lengthens/shortens the release on the LH Choir Pad             |
| Slider 5:          |         |   |   |   |          | x  |         | Slider Mod. 5 | CC17 | Affects the envelope of the RH Brass Lead for a swell effect   |
| Slider 6:          |         |   | x | x |          |    |         | Slider Mod. 6 | CC19 | Modulates the Envelopes of Strings1 and 2 for stacatto effects |
| Slider 7:          |         | x | x | x |          |    | x       | Slider Mod. 7 | CC20 | Controls the amount of delay on the Brass Phrase, Strings1+2   |
| Slider 8:          | x       | x | x | x | x        | x  | x       | Slider Mod. 8 | CC21 | Controls the overall amount of reverb (MFX 2)                  |

| Joystick   | CC#  | Function                                |
|------------|------|---|
| +X (Right) | ---- | Bend on RH Brass Lead                   |
| -X (Left)  | ---- | Bend on RH Brass Lead                   |
| +Y (Up)    | CC01 | Vibrato on RH Brass Lead                |
| -Y (Down)  | CC02 | Filter Mod on Choir, Pitch Mod on Drums |

| Other Controllers | CC#  | Function  |
|-------------------|------|---|
| Switch 1:         | CC80 | Changes the octave of one of the oscillators in the RH Brass Lead |
| Switch 2:         | CC81 | Raises the volume of the LH Choir (thru IFX 1)                    |
| Ribbon:           | CC16 | Brightens/darkens the Strings1, Strings2, and the LH Choir        |

| Drum Track |   |
|------------|---|
| Pattern:   | 303: Proud March [Orch]   |
| Function:  | Off by default – use to add additional orchestral percussion to any scene |

# 016 Rezbo Pulse - LeadSplits - 120 bpm

Pop



This pulsating upbeat groove features Module 4 trading off between an ascending airy synth riff and a descending bell riff every four beats (courtesy of key zoning on the timbres). A thick synth flute lead is provided for soloing in the upper octaves, while the LH pad sound provides a cool layered fast sweeping resonant pad with delay. Switch 1 over the joystick activates portamento on the Bells (which is cool in some of the scenes). Pull down on the JS-Y to really tighten the drums while adding a sub-octave to the Bass line. Continue to hold back JS-Y, then lock in this change by pressing SW2. Toggling SW2 returns to the original sounds. Scene 8 provides a full-on “improvisational” feel courtesy of KARMA’s randomization features.

## Keyboard, Split Points, KARMA Key Zones, Special Notes

**Left Hand:** Res-sweep Pad  
**Right Hand:** Synth Flute  
**Split Points:** B3/C4  
**Special Notes:**



| KARMA Module | A                     | B                 | C                     | D                 |
|--------------|-----------------------|-------------------|-----------------------|-------------------|
| Instrument:  | Drums                 | Bass              | Guitar                | Air/Bells         |
| GE:          | 1677                  | 1130              | 0947                  | 0504              |
| GE Name:     | Jungle 2 [Dance Kits] | Trance Bass 1     | Bossa Guitar 2        | Harmonic Pad      |
| Category:    | Drum                  | Bass Pattern      | Strumming             | Harmonic (Poly)   |
| RTC Model:   | DP1 - Drum/Perc 1     | BL1 - Bass/Lead 1 | GV1 - Gated Vel/Pat 1 | CL1 - Comp/Lead 1 |

| KARMA RT Controls | Modules |   |   |   | Name               | Function  |
|-------------------|---------|---|---|---|--------------------|---|
|                   | A       | B | C | D |                    |   |
| Slider 1:         | x       | x | x | x | Rhythm Swing %     | Changes the swing feel for all 4 Modules                              |
| Slider 2:         |         | x | x |   | Rhythm Pattern     | Selects one of many different Rhythm Patterns for the Bass and Guitar |
| Slider 3:         |         | x | x | x | Duration Control   | Shortens/Lengthens the notes for all Modules except the Drums         |
| Slider 4:         |         | x | x |   | Velocity Accents   | Controls the level of certain notes in the Bass and Guitar            |
| Slider 5:         | x       |   |   |   | Alternate Drum Map | Selects one of many different Note Maps for the Drums                 |
| Slider 6:         |         |   | x |   | Pan Pattern        | Selects one of many different Pan Patterns for the Guitar             |
| Slider 7:         |         |   | x |   | Cluster            | Choose one of many different Cluster Patterns for the Guitar          |
| Slider 8:         |         |   |   | x | Rhythm Multiplier  | Multiplies the rhythm of the Air/Bells, from slow to fast             |
| Switch 1:         | x       |   |   |   | Module Run [A]     | Turns the Drums on and off  |
| Switch 2:         |         | x |   |   | Module Run [B]     | Turns the Bass on and off   |
| Switch 3:         |         |   | x |   | Module Run [C]     | Turns the Guitar on and off   |
| Switch 4:         |         |   |   | x | Module Run [D]     | Turns the Air/Bells on and off  |
| Switch 5:         | x       |   |   |   | Rhythm Syncopation | Adds a syncopated turn around to the end of the Drum Phrase           |
| Switch 6:         |         | x |   |   | Octave [B]         | Changes the octave for the Bass                                       |
| Switch 7:         |         |   | x |   | Octave [C]         | Changes the octave for the Guitar                                     |
| Switch 8:         |         |   |   | x | Octave [D]         | Changes the octave for the Air/Bells                                  |

| RT Control<br>Sliders | Modules |   |   |   | Keyboard |    | IFX/<br>MFX | Controller    | CC#  | Function   |
|-----------------------|---------|---|---|---|----------|----|-------------|---------------|------|--|
|                       | A       | B | C | D | LH       | RH |             |               |      |  |
| Slider 1:             |         | x |   |   |          |    |             | Filter Cutoff | CC74 | Brightens/Darkens one of the Bass timbres (use w/ Slider 2)    |
| Slider 2:             |         | x |   |   |          |    |             | Resonance     | CC71 | Controls Resonance on one of the Bass timbres (use w/Slider 1) |
| Slider 3:             |         |   |   |   |          | x  |             | Filter EG     | CC79 | Filter Modulation on the RH Synth Flute                        |
| Slider 4:             |         |   |   |   | x        |    |             | Release       | CC72 | Lengthens/Shortens the release on the LH Resonant Pad          |
| Slider 5:             |         |   | x | x |          |    |             | Slider Mod. 5 | CC17 | Brightens/Darkens the Guitar and Air/Bells                     |
| Slider 6:             |         |   |   | x |          |    |             | Slider Mod. 6 | CC19 | Controls the Pitch of one oscillator in the Air/Bells          |
| Slider 7:             |         |   | x | x | x        | x  | x           | Slider Mod. 7 | CC20 | Controls the amount of Delay on various elements in the mix    |
| Slider 8:             | x       |   | x | x | x        | x  | x           | Slider Mod. 8 | CC21 | Controls the amount of Reverb on various elements in the mix   |

| Joystick   | CC#  | Function                                   |
|------------|------|--|
| +X (Right) | ---- | Bend on the RH Synth Flute                 |
| -X (Left)  | ---- | Bend on the RH Synth Flute                 |
| +Y (Up)    | CC01 | Vibrato on the RH Synth Flute              |
| -Y (Down)  | CC02 | Pitch Mod on the Drums, sub-octave on Bass |

| Other Controllers | CC#  | Function   |
|-------------------|------|--|
| Switch 1:         | CC65 | Activates Portamento on the Air/Bells phrase                           |
| Switch 2:         | ---- | JS-Y Lock; locks the pitch mod on the Drums and sub-octave on the Bass |
| Ribbon:           | CC16 | Filter Modulation on the LH Resonant Pad                               |

| Drum Track |  |
|------------|--|
| Pattern:   | 641: Junglib 2 [Ind/Voc]   |
| Function:  | Off by default – use to add additional tuned metallic percussion with delay to any scene |

# 017 Analogous - Synth 124 bpm

## Ambient Techno



This combi presents a moderately paced ambient techno groove powered by three complimentary drum grooves. The KARMA Scenes provide different combinations of the drum grooves - Scene 1 removes all drums and leaves just the percolating polysix synth as accompaniment, while Scene 8 culminates with a powerful buzzing drum breakdown. The Drum Track can be used to add an additional conga groove to the mix. A cinematic layered choir is provided in the LH area from B4 down (meant for two-handed chords as the 8 chord pads illustrate), with sub-octave bass synth being added from E2 down, while the RH provides a powerful analog synth lead. Striking the lead at high velocity once the drums are running will retrigger the drum gooves for interesting accents.

### Keyboard, Split Points, KARMA Key Zones, Special Notes

**Left Hand:** Choir Pad, Synth Bass  
**Right Hand:** Mono Analog Synth Lead  
**Split Points:** B4/C5 (Pad/Lead),  
 E2/F2 (Suboctave)



### Special Notes:

RH Lead retriggers Drums when struck at high velocity (through Dynamic MIDI)

| KARMA Module | A                           | B                           | C                | D                    |
|--------------|-----------------------------|-----------------------------|------------------|----------------------|
| Instrument:  | Drums 1                     | Drums 2                     | Synth Riff       | Drums 3              |
| GE:          | 1852                        | 1859                        | 0190             | 1812                 |
| GE Name:     | Oldskool Vinyl [Vinyl Loop] | Slice Groove 3 [Vinyl Loop] | Monophrase 2     | Funk Rock [All Kits] |
| Category:    | Drum                        | Drum                        | Melodic          | Drum                 |
| RTC Model:   | DP1 - Drum/Perc 1           | DP1 - Drum/Perc 1           | CL1- Comp/Lead 1 | DP1 - Drum/Perc 1    |

| KARMA RT Controls | Modules |   |   |   | Name                      | Function  |
|-------------------|---------|---|---|---|---------------------------|---|
|                   | A       | B | C | D |                           |   |
| Slider 1:         | x       | x | x | x | Rhythm Swing %            | Changes the swing feel for all 4 Modules                              |
| Slider 2:         | x       | x |   | x | Rhythm Complexity         | Changes the activity of notes generated for all 3 Drum Grooves        |
| Slider 3:         |         |   | x |   | Duration Control          | Changes the duration for the Synth Riff                               |
| Slider 4:         |         |   | x |   | FX/Ctrl Fixed/Pattern     | Controls a fixed value 0-127 or a CC pattern (128) for pan and ribbon |
| Slider 5:         | x       |   |   |   | Velocity Level [1]        | Mixes the level of Drums 1  |
| Slider 6:         |         | x |   |   | Velocity Level [2]        | Mixes the level of Drums 2  |
| Slider 7:         |         |   |   | x | Repeat Repetitions        | Adds repeats for Drums 3  |
| Slider 8:         |         |   |   | x | Alternate Drum Map        | Chooses an alternate map for the 3 Drum Grooves with Switches 6 and 8 |
| Switch 1:         | x       |   |   |   | Module Run [A]            | Turns Drums 1 on and off  |
| Switch 2:         |         | x |   |   | Module Run [B]            | Turns Drums 2 on and off  |
| Switch 3:         |         |   | x |   | Module Run [C]            | Turns the Synth Riff on and off                                       |
| Switch 4:         |         |   |   | x | Module Run [D]            | Turns Drums 3 on and off  |
| Switch 5:         | x       | x |   |   | Alternate Drum Map On/Off | Activates the Alternate Drum Map chosen by Slider 8 for Drums 1 & 2   |
| Switch 6:         |         |   |   | x | Note Randomize            | Randomizes the groove for Drums 3                                     |
| Switch 7:         |         |   | x |   | Octave [C]                | Changes the octave for the Synth Riff                                 |
| Switch 8:         |         |   |   | x | Alternate Drum Map On/Off | Activates the Alternate Drum Map chosen by Slider 8 for Drums 3       |

| RT Control<br>Sliders | Modules |   |   |   | Keyboard |    | IFX/<br>MFX | Controller    | CC#  | Function   |
|-----------------------|---------|---|---|---|----------|----|-------------|---------------|------|--|
|                       | A       | B | C | D | LH       | RH |             |               |      |  |
| Slider 1:             | x       | x | x | x |          |    |             | Filter Cutoff | CC74 | Makes the Drums and Syth Riff brighter/darker      |
| Slider 2:             |         |   | x |   |          |    |             | Resonance     | CC71 | Adds resonance to the Synth Riff (use with Knob 1) |
| Slider 3:             |         |   |   |   |          | x  |             | Filter EG     | CC79 | Makes the LH Choir Pad brighter/darker             |
| Slider 4:             |         |   |   |   |          | x  |             | Release       | CC72 | Makes the release on the Synth Lead longer/shorter |
| Slider 5:             |         |   |   |   |          | x  |             | Slider Mod. 5 | CC17 | Envelope Modulation on the Synth Lead sound        |
| Slider 6:             |         |   |   |   | x        |    |             | Slider Mod. 6 | CC19 | Envelope Modulation on the LH Choir Pad            |
| Slider 7:             |         |   | x |   | x        | x  | x           | Slider Mod. 7 | CC20 | Controls the amount of Delay on the mix            |
| Slider 8:             |         |   | x | x | x        | x  | x           | Slider Mod. 8 | CC21 | Controls the amount of Reverb on the mix           |

| Joystick   | CC#  | Function                             |
|------------|------|--------------------------------------|
| +X (Right) | ---- | Bend Synth Lead                      |
| -X (Left)  | ---- | Bend Synth Lead                      |
| +Y (Up)    | CC01 | Vibrato on Synth Lead                |
| -Y (Down)  | CC02 | Pitch Mod on Synth Lead (SW 2 locks) |

| Other Controllers | CC#  | Function  |
|-------------------|------|---|
| Switch 1:         | CC65 | Fingered Portamento on Synth Lead (on by default) |
| Switch 2:         | ---- | JS -Y Lock (Pitch-Mod on Synth Lead)              |
| Ribbon:           | CC16 | Filter Modulation on everything                   |

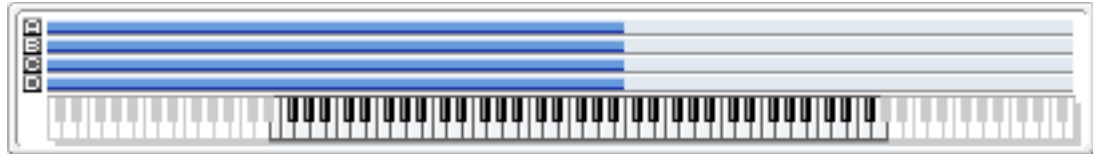
| Drum Track |   |
|------------|---|
| Pattern:   | 352: Conga Grv 2 [Conga]  |
| Function:  | Off by default – use to add an additional conga groove to any scene |



This combi features two outstanding flute/woodwind programs – Magical Flute (RH C5 – G9) and Vibrato Flute (LH C1 – B4). The latter is layered with dreamy vocals, delicious pads, and stereo analog strings for a deep evocative pad in the LH area with which to chord or play single note melodies. The former, with its velocity and pressure sensitivity, provides a wonderfully expressive flute for melodic or harmonic riffs. These are complimented by KARMA-fied jazzy drums, moving harmonic orchestral and vocal pads, and light chorded bells. Start with the combi in Scene 7 while improvising in the right hand lead and playing through the 8 chord pads (which play two-handed chords in the LH area). Next, select Scene 2 to remove the drums and leave only the shakers, with the moving orchestral/vocal pads running. Now improvise a sensitive flute lead in the upper registers while applying JS-X pitch bend. Judiciously pull back on JS-Y to evoke a flute trill. Turn off SW2 to add a chiff to the RH flute.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Flute Pad  
**Right Hand:** Solo Flute  
**Split Points:** B4 (Pad/Lead)  
**Special Notes:**



| KARMA Module | A                 | B                     | C                     | D                 |
|--------------|-------------------|-----------------------|-----------------------|-------------------|
| Instrument:  | String Pad        | Light Synth           | Drum/Perc             | Bells             |
| GE:          | 0389              | 0720                  | 1311                  | 0875              |
| GE Name:     | Orch.Movement     | NuTrance              | Easy Rider [All Kits] | TangoChords 7     |
| Category:    | Harmonic (Poly)   | Chord Rhythmic        | Drum                  | Chord Rhythmic    |
| RTC Model:   | CL1 - Comp/Lead 1 | GV1 - Gated Vel/Pat 1 | DP1 - Drum/Perc 1     | CL1 - Comp/Lead 1 |

| KARMA RT Controls | Modules |   |   |   | Name                      | Function  |
|-------------------|---------|---|---|---|---------------------------|---|
|                   | A       | B | C | D |                           |   |
| Slider 1:         | x       | x | x | x | Rhythm Swing %            | Changes the swing feel for all 4 Modules (extremely subtle)                 |
| Slider 2:         | x       |   |   |   | Rhythm Randomize          | Randomization of the rhythm for the String Pad                              |
| Slider 3:         | x       | x |   |   | Duration Control          | Controls Duration for the String Pad and Light Synth                        |
| Slider 4:         | x       |   |   |   | Velocity Accents          | Velocity Accents in the notes for the String Pad                            |
| Slider 5:         | x       |   |   |   | Note Range                | The overall Note Range for the String Pad (interacts with Repeat Transpose) |
| Slider 6:         |         |   | x |   | Velocity Level [3]        | Level of Pattern 3 (Perc) within the Drum Module                            |
| Slider 7:         | x       | x |   |   | Repeat Repetitions        | Number of repeated notes for the String pad and Light Synth                 |
| Slider 8:         | x       | x |   |   | Repeat Transpose          | Transpose for the repeated notes on the String Pad and Light Synth          |
| Switch 1:         | x       |   |   |   | Module Run [A]            | Turns the String Pad on and off   |
| Switch 2:         |         | x |   |   | Module Run [B]            | Turns the Light Synth on and off  |
| Switch 3:         |         |   | x |   | Module Run [C]            | Turns the Drums on and off  |
| Switch 4:         |         |   |   | x | Module Run [D]            | Turns the Bells on and off  |
| Switch 5:         | x       |   |   |   | Octave [A]                | Changes the octave for the String Pad                                       |
| Switch 6:         |         | x |   |   | Octave [B]                | Changes the octave for the Light Synth                                      |
| Switch 7:         |         |   | x |   | Alternate Drum Map On/Off | Activates one of two different Drum Map variations, according to SW8        |
| Switch 8:         |         |   | x |   | Alternate Drum Map        | Switches the Drums between congas and ride variations, when SW7 is On       |

| RT Control Sliders | Modules |   |   |   | Keyboard |    | IFX/<br>MFX | Controller    | CC#  | Function  |
|--------------------|---------|---|---|---|----------|----|-------------|---------------|------|---|
|                    | A       | B | C | D | LH       | RH |             |               |      |   |
| Slider 1:          | x       | x |   | x |          |    |             | Filter Cutoff | CC74 | Brightens and darkens the String Pad, Light Synth and Bells |
| Slider 2:          | x       | x |   |   |          |    |             | Resonance     | CC71 | Controls Resonance for the String Pad and Light Synth       |
| Slider 3:          |         |   |   |   | x        |    |             | Filter EG     | CC79 | Makes the LH Flute Pad brighter/darker                      |
| Slider 4:          |         |   |   |   | x        |    |             | Release       | CC72 | Extends the release for the LH Flute Pad                    |
| Slider 5:          |         |   |   |   | x        | x  | x           | Slider Mod. 5 | CC17 | Controls Chorus on the Flutes                               |
| Slider 6:          | x       |   |   |   |          |    |             | Slider Mod. 6 | CC19 | Adds pitch modulation to the String Pad                     |
| Slider 7:          | x       | x |   | x |          |    | x           | Slider Mod. 7 | CC20 | Controls Chorus on the String Pad, Light Synth and Bells    |
| Slider 8:          |         |   | x |   |          |    | x           | Slider Mod. 8 | CC21 | Controls Reverb on the Drums and Main Mix                   |

| Joystick   | CC#  | Function         |
|------------|------|------------------|
| +X (Right) | ---- | Bend RH Flute    |
| -X (Left)  | ---- | Bend RH Flute    |
| +Y (Up)    | CC01 | Vibrato RH Flute |
| -Y (Down)  | CC02 | Trill RH Flute   |

| Other Controllers | CC#  | Function  |
|-------------------|------|---|
| Switch 1:         | ---- | Locks the ribbon – try it at the right side                   |
| Switch 2:         | CC81 | Controls the “chiff” of the RH Flute – turn off to add chiff. |
| Ribbon:           | CC16 | Modulates the KARMA Strings, Light Synth and RH Flute         |

| Drum Track |  |
|------------|--|
| Pattern:   | 359: Breakbeat Tri [BrzPrc]  |
| Function:  | Off by default – use to add an additional triangle part to any scene |



This combi presents an up-tempo classic British dance groove loaded with great synths and solid drums reminiscent of the renowned group Genesis, hence the title. For chording or soloing with either or both hands in the lower keyboard zone, powerful fast synths have been layered and processed to yield some clout. In the upper zone, hard/bright fast synths have been layered for potent chords or lead lines in the RH. The mix and insert effects applied to Module D's pulse morphed lead synth, bring out a MultiMode Filter on a neat random arp. Each KARMA Scene provides a variety of change-ups especially to Module C and D's patterns.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Poly Synth Pad  
**Right Hand:** Poly Synth Lead  
**Split Points:** B4/C5  
**Special Notes:**



| KARMA Module | A                    | B                        | C                     | D                 |
|--------------|----------------------|--------------------------|-----------------------|-------------------|
| Instrument:  | Synth Bass           | Drums                    | Synth 1 Comp          | Synth 2 Arp       |
| GE:          | 1113                 | 1768                     | 0220                  | 0025              |
| GE Name:     | Rock Bass 16ths 2    | Techno Rand [Dance Kits] | Trance Riff 3         | Basic Arp RANDOM  |
| Category:    | Bass Pattern         | Drum                     | Melodic               | Arpeggio          |
| RTC Model:   | DM1 - Drum Melodic 1 | DP1 - Drum/Perc 1        | GV1 - Gated Vel/Pat 1 | CL1 - Comp/Lead 1 |

| KARMA RT Controls | Modules |   |   |   | Name               | Function   |
|-------------------|---------|---|---|---|--------------------|--|
|                   | A       | B | C | D |                    |  |
| Slider 1:         | x       | x | x | x | Rhythm Swing %     | Changes the swing feel for all 4 Modules                             |
| Slider 2:         |         | x |   |   | HiHats Level       | Controls the level of the HiHats                                     |
| Slider 3:         | x       |   | x | x | Duration Control   | Controls the duration of notes on Bass, Comp, and Arp                |
| Slider 4:         |         |   |   | x | Velocity Accents   | Controls the level of velocity accents in the Synth 2 Arp            |
| Slider 5:         |         | x |   |   | Drum/Perc Sound    | Changes the note/sample for the one of the sounds in the Drum Groove |
| Slider 6:         |         | x |   |   | Rhythm Multiplier  | Changes the Drum Groove to half-time                                 |
| Slider 7:         | x       |   |   |   | Bend On/Off        | Activates pitch-bending on the Synth Bass                            |
| Slider 8:         |         | x |   |   | Rhythm Complexity  | Controls the rhythmic activity of the Drum Groove                    |
| Switch 1:         | x       |   |   |   | Module Run [A]     | Turns the Synth Bass on and off                                      |
| Switch 2:         |         | x |   |   | Module Run [B]     | Turns the Drums on and off   |
| Switch 3:         |         |   | x |   | Module Run [C]     | Turns the Synth 1 Comp on and off                                    |
| Switch 4:         |         |   |   | x | Module Run [D]     | Turns the Synth 2 Arp on and off                                     |
| Switch 5:         | x       |   |   |   | Octave [A]         | Changes the octave of the Synth Bass                                 |
| Switch 6:         |         | x |   |   | Alternate Drum Map | Activates an alternate map for the Drum Groove (snare -> tambourine) |
| Switch 7:         |         |   | x |   | Octave [C]         | Changes the octave of the Synth 1 Comp                               |
| Switch 8:         |         |   |   | x | Octave [D]         | Changes the octave of the Synth 2 Arp                                |

| RT Control<br>Sliders | Modules |   |   |   | Keyboard |    | IFX/<br>MFX | Controller    | CC#  | Function   |
|-----------------------|---------|---|---|---|----------|----|-------------|---------------|------|--|
|                       | A       | B | C | D | LH       | RH |             |               |      |  |
| Slider 1:             |         | x |   |   | x        | x  |             | Filter Cutoff | CC74 | Brightens/darkens the Drums, and the LH/RH (KARMA Off)     |
| Slider 2:             |         | x |   |   | x        | x  |             | Resonance     | CC71 | Controls Resonance for the Drums, and LH/RH (KARMA Off)    |
| Slider 3:             | x       |   | x | x |          |    |             | Filter EG     | CC79 | Brightens/darkens the Bass, Comp and Arp                   |
| Slider 4:             |         |   |   |   | x        | x  |             | Release       | CC72 | Controls the length of Release on the LH/RH Synths         |
| Slider 5:             |         |   |   | x |          |    | x           | Slider Mod. 5 | CC17 | Controls the amount of Multimode Filter on the Synth 1 Arp |
| Slider 6:             |         |   |   |   |          | x  |             | Slider Mod. 6 | CC19 | Controls the tuning of one of the RH Synth Lead elements   |
| Slider 7:             |         |   |   |   |          |    | x           | Slider Mod. 7 | CC20 | Controls the amount of L/C/R BPM Delay on the overall mix  |
| Slider 8:             |         |   |   |   |          |    | x           | Slider Mod. 8 | CC21 | Controls the amount of Reverb on the overall mix           |

| Joystick   | CC#  | Function                                |
|------------|------|---|
| +X (Right) | ---- | Bend on RH Synth                        |
| -X (Left)  | ---- | Bend on RH Synth                        |
| +Y (Up)    | CC01 | Vibrato on RH Synth                     |
| -Y (Down)  | CC02 | Pitch Bend effect on Drums (lock w/SW2) |

| Other Controllers | CC#  | Function  |
|-------------------|------|---|
| Switch 1:         | CC80 | Activates Filter Mod on the Drums   |
| Switch 2:         | ---- | JS -Y & Ribbon Lock   |
| Ribbon:           | CC16 | Applies Filter Mod to the LH and RH Synths - try all the way to the right for an "organ" sound on the LH - lock w/SW2 |

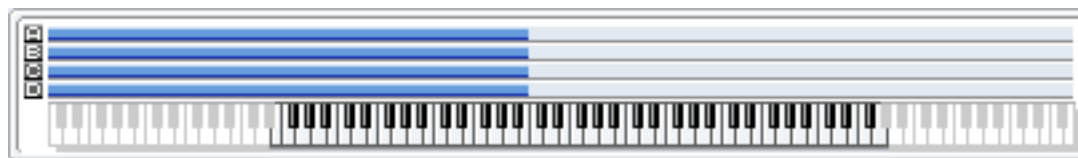
| Drum Track |  |
|------------|--|
| Pattern:   | 358: Breakbeat Tamb [BrzPrc]   |
| Function:  | Off by default - use to add an additional tambourine part to any scene |



This Latin-flavored combi mixes a strumming bossa nova guitar with a modern flanged clav, a funky bass line and some Latin percussion and drums. An overdrive organ is provided in the RH for soloing. Try playing a slow sexy Em organ intro in the upper RH range with the pad in the LH area (use damper to sustain the pad) with KARMA Off. Now trigger the KARMA modules with pad 1. The stored start up Scene is one of the busier ones, but try starting with Scene 1 and gradually move through the eight scenes as you build your jam – it works nicely. Change the drum tuning with JS-X (left to tune down; right to tune up). Now, lock it in with SW2. Pull down on Slider 5 for an instant breakdown in any scene which removes the Bass, Clav, Kick and Snare – push all the way up to return to the full groove. dAnd, of course, to activate that classic Leslie rotary effect for this overdriven CX-3 organ, simply toggle it on and off with JS+Y.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** String Pad  
**Right Hand:** OverDrive Organ  
**Split Points:** B3/C4  
**Special Notes:**



| KARMA Module | A                     | B                 | C                     | D                         |
|--------------|-----------------------|-------------------|-----------------------|---------------------------|
| Instrument:  | Clav                  | Guitar            | Bass                  | Drums                     |
| GE:          | 0214                  | 0893              | 1161                  | 1685                      |
| GE Name:     | Techno Riff 1         | Bossa Guitar 1    | Disco Slapper         | Machine Groove [All Kits] |
| Category:    | Melodic               | Strumming         | Bass Pattern          | Drum                      |
| RTC Model:   | GV1 - Gated Vel/Pat 1 | CL1 - Comp/Lead 1 | GV1 - Gated Vel/Pat 1 | DP1 - Drum/Perc 1         |

| KARMA RT Controls | Modules |   |   |   | Name               | Function   |
|-------------------|---------|---|---|---|--------------------|--|
|                   | A       | B | C | D |                    |  |
| Slider 1:         | x       | x | x | x | Rhythm Swing %     | Changes the swing feel for all 4 Modules                                 |
| Slider 2:         | x       |   | x |   | Rhythm Pattern     | Selects one of many Rhythm Patterns for the Clav and the Bass            |
| Slider 3:         | x       | x | x |   | Duration Control   | Shortens/Lengthens the notes for the Clav, Guitar and Bass               |
| Slider 4:         |         | x |   |   | Velocity Accents   | Changes the level of certain notes in the Guitar Pattern                 |
| Slider 5:         | x       |   |   |   | Note Pattern       | Selects one of many Note Patterns for the Clav                           |
| Slider 6:         | x       |   |   |   | Pan Pattern        | Selects one of many Pan Patterns for the Clav                            |
| Slider 7:         |         |   | x |   | Note Pattern       | Selects one of many Note Patterns for the Bass                           |
| Slider 8:         |         |   |   | x | Alternate Drum Map | Selects one of many different Note Maps for the Drums                    |
| Switch 1:         | x       |   |   |   | Module Run [A]     | Turns the Clav on and off  |
| Switch 2:         |         | x |   |   | Module Run [B]     | Turns the Guitar on and off  |
| Switch 3:         |         |   | x |   | Module Run [C]     | Turns the Bass on and off  |
| Switch 4:         |         |   |   | x | Module Run [D]     | Turns the Drums on and off   |
| Switch 5:         | x       |   |   |   | Octave [A]         | Changes the octave of the Clav   |
| Switch 6:         |         | x |   |   | Octave [B]         | Changes the octave of the Guitar   |
| Switch 7:         |         |   | x |   | Octave [C]         | Changes the octave of the Bass   |
| Switch 8:         |         |   |   | x | Percussion Pattern | Changes the Perc Pattern (when Switch 3 is turned on in the Drums Layer) |

| RT Control Sliders | Modules |   |   |   | Keyboard |    | IFX/<br>MFX | Controller    | CC#  | Function  |
|--------------------|---------|---|---|---|----------|----|-------------|---------------|------|---|
|                    | A       | B | C | D | LH       | RH |             |               |      |   |
| Slider 1:          | x       | x |   |   |          |    |             | Filter Cutoff | CC74 | Brightens/Darkens the Clav and Guitar – use w/ Slider 2                 |
| Slider 2:          | x       | x |   |   |          |    |             | Resonance     | CC71 | Controls the amount of Resonance on the Clav & Guitar – use w/ Slider 1 |
| Slider 3:          |         |   | x |   |          |    |             | Filter EG     | CC79 | Brightens/Darkens the Bass  |
| Slider 4:          |         |   |   |   | x        |    |             | Release       | CC72 | Lengthens/Shortens the Release on the LH Pad                            |
| Slider 5:          |         |   |   |   |          | x  |             | Slider Mod. 5 | CC17 | Controls the Vibrato effect of the Organ                                |
| Slider 6:          | x       |   |   |   |          |    | x           | Slider Mod. 6 | CC19 | Controls the level of the Flanger on the Clav (up = off)                |
| Slider 7:          | x       |   | x | x |          |    |             | Volume        | CC07 | Pull down for an instant “breakdown” – removes Bass, Clav, Kick/Snare   |
| Slider 8:          | x       | x |   | x | x        | x  | x           | Slider Mod. 8 | CC21 | Controls the amount of Reverb on the mix                                |

| Joystick   | CC#  | Function                                   |
|------------|------|--|
| +X (Right) | ---- | Bend on Drums – lock w/ SW2                |
| -X (Left)  | ---- | Bend on Drums – lock w/ SW2                |
| +Y (Up)    | CC01 | Toggles the Rotary Speaker Speed           |
| -Y (Down)  | CC02 | Slightly dampens the strings on the Guitar |

| Other Controllers | CC#  | Function                                      |
|-------------------|------|---|
| Switch 1:         | CC80 | Adds a low octave effect to the LH Strings    |
| Switch 2:         | ---- | JS X Lock – locks the pitch bend on the Drums |
| Ribbon:           | CC16 | Brightens/Darkens the Clav and the Drums      |

| Drum Track |   |
|------------|---|
| Pattern:   | 353: Conga Grv 3 [Conga]  |
| Function:  | Off by default – use to add an additional conga part to any scene |



A lazy evolving gated synth drifts through a plucked guitar rhythm and a laid-back funk groove provided by the bass and drums in this combi - the start up scene is perfect for sunday afternoon jamming with the phased electric piano, with the other scenes providing some very different variations for constructing your own compositions. KARMA has been set to use "full-range scan mode", meaning that the entire keyboard is controlling the chord recognition, but it takes three or more notes to change the chord. Also, when the sustain pedal is down, no change to the chord is possible. This allows you to play the full-range electric piano in a natural fashion while the groove is following you.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** String Pad in LH along with Full-range E. Piano  
**Right Hand:** KARMA: B3/C4 Drums  
**Split Points:** Start drums with a single note in the LH area, or start other modules with three notes in RH area  
**Special Notes:**



| KARMA Module | A                    | B                     | C                 | D                 |
|--------------|----------------------|-----------------------|-------------------|-------------------|
| Instrument:  | Drums                | Bass                  | Guitar            | Gated Synth       |
| GE:          | 1414                 | 1202                  | 0976              | 1258              |
| GE Name:     | HipHop 15 [All Kits] | Open Funk 2           | Country Picker 1  | Dr. Chopper 1     |
| Category:    | Drum                 | Bass Pattern          | Pick              | Gated             |
| RTC Model:   | DP1 - Drum/Perc 1    | GV1 - Gated Vel/Pat 1 | CL1 - Comp/Lead 1 | GC1 - Gated CCs 1 |

| KARMA RT Controls | Modules |   |   |   | Name               | Function   |
|-------------------|---------|---|---|---|--------------------|--|
|                   | A       | B | C | D |                    |  |
| Slider 1:         | x       | x | x | x | Rhythm Swing %     | Changes the swing feel for all 4 Modules                                 |
| Slider 2:         | x       |   |   |   | Pattern Variation  | Selects one of many Pattern Variations for the Drums                     |
| Slider 3:         |         | x | x | x | Duration Control   | Controls the length of the notes for the Bass, Guitar, and Gated Synth   |
| Slider 4:         |         | x | x | x | Velocity Accents   | Controls the level of certain notes for the Bass, Guitar and Gated Synth |
| Slider 5:         | x       |   |   |   | Alternate Drum Map | Selects one of many different Note Maps for the Drums                    |
| Slider 6:         |         | x |   |   | Time Signature     | Changes the Time Signature for the Bass                                  |
| Slider 7:         |         |   | x |   | Rhythm Randomize   | Controls randomization of the rhythm and durations of the Guitar         |
| Slider 8:         |         |   |   | x | Time Signature     | Changes the Time Signature for the Gated Synth                           |
| Switch 1:         | x       |   |   |   | Module Run [A]     | Turns the Drums on and off   |
| Switch 2:         |         | x |   |   | Module Run [B]     | Turns the Bass on and off  |
| Switch 3:         |         |   | x |   | Module Run [C]     | Turns the Guitar on and off  |
| Switch 4:         |         |   |   | x | Module Run [D]     | Turns the Gated Synth on and off   |
| Switch 5:         | x       |   |   |   | Percussion On/Off  | Turns the Percussion Pattern of the Drums on and off                     |
| Switch 6:         |         | x |   |   | Octave [B]         | Changes the octave of the Bass   |
| Switch 7:         |         |   | x |   | Octave [C]         | Changes the octave of the Guitar   |
| Switch 8:         |         |   |   | x | Octave [D]         | Changes the octave of the Gated Synth                                    |

| RT Control Sliders | Modules |   |   |   | Keyboard |    | IFX/MFX | Controller    | CC#  | Function  |
|--------------------|---------|---|---|---|----------|----|---------|---------------|------|---|
|                    | A       | B | C | D | LH       | RH |         |               |      |   |
| Slider 1:          | x       | x | x | x |          |    |         | Filter Cutoff | CC74 | Brightens/Darkens various elements of KARMA (use w/ Slider 2) |
| Slider 2:          | x       | x |   | x |          |    |         | Resonance     | CC71 | Controls the Resonance on KARMA (use w/ Slider 1)             |
| Slider 3:          |         |   |   |   | x        | x  |         | Filter EG     | CC79 | Brightens/Darkens the E.Piano                                 |
| Slider 4:          |         |   | x |   |          |    |         | Release       | CC72 | Shortens/Lengthens the release time of the Guitar             |
| Slider 5:          | x       | x | x | x |          |    |         | F/A Decay     | CC75 | Tightens up the Filter/Amp Decay on all KARMA instruments     |
| Slider 6:          | x       |   | x |   |          |    |         | Volume        | CC07 | Provides an alternate Mix at bottom; normal at top            |
| Slider 7:          |         |   | x | x | x        | x  | x       | Slider Mod. 7 | CC20 | Controls the amount of Stereo BPM Mod. Delay on the mix       |
| Slider 8:          | x       |   | x | x | x        | x  | x       | Slider Mod. 8 | CC21 | Controls the amount of Reverb on the mix                      |

| Joystick   | CC#  | Function                              |
|------------|------|---------------------------------------|
| +X (Right) | ---- | Bend up on Drums (Use SW 2 to lock)   |
| -X (Left)  | ---- | Bend down on Drums (Use SW 2 to lock) |
| +Y (Up)    | CC01 | Phaser Speed on the Piano Sound       |
| -Y (Down)  | CC02 | Modulates Guitar and Gated Synth      |

| Other Controllers | CC#  | Function   |
|-------------------|------|--|
| Switch 1:         | CC80 | Activates the Phaser Effect on the E.Piano – on by default     |
| Switch 2:         | ---- | JS X Lock – use to lock the Pitch Bend up or down on the Drums |
| Ribbon:           | CC16 | Filter Modulation on the E. Piano and Strings Layer            |

| Drum Track |   |
|------------|---|
| Pattern:   | 148: R & B 5 [HipHop]   |
| Function:  | Off by default – use to add additional high-end percussion and bell tree to any scene |



This full-frontal assault of raw analog synths features a synth riff using the “Amsterdam Momma” program, a solid “4 on-the-floor” dance groove, a throbbing dark synth bass, and a filtered techno riff percolating along in the background. The use of “Stereo Dynamic Delay” on the LH and RH Synths, along with the KARMA Synth Riff, provides an interesting “swelling delay” effect. Note that you can use the VJS +X (right) to control the level of the LH Pad, or remove it entirely. Note that Pad 8 has been configured to stop the Drums and the Bass, using Dynamic MIDI - tricky! SW2 can be used to turn off the Phaser effect on the Filter Riff, and SW1 provides a change to many of the elements in the groove.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Bright Synth Pad  
**Right Hand:** Bright Poly Synth Lead  
**Split Points:** B4/C5 (except Drums)  
**Special Notes:** Play notes in the RH area to start the drums without the rest of the groove



| KARMA Module | A                          | B                 | C                     | D                     |
|--------------|----------------------------|-------------------|-----------------------|-----------------------|
| Instrument:  | Drums                      | Synth 1 - Riff    | Bass                  | Synth 2 - Filter Riff |
| GE:          | 1637                       | 0163              | 1186                  | 0226                  |
| GE Name:     | Hard Trance 3 [Dance Kits] | Big Bottom Lead   | Groove Analog 02      | Watchamacallit        |
| Category:    | Drum                       | Melodic           | Bass Pattern          | Melodic               |
| RTC Model:   | DP1 - Drum/Perc 1          | CL1 - Comp/Lead 1 | GV1 - Gated Vel/Pat 1 | GV1 - Gated Vel/Pat 1 |

| KARMA RT Controls | Modules |   |   |   | Name               | Function  |
|-------------------|---------|---|---|---|--------------------|---|
|                   | A       | B | C | D |                    |   |
| Slider 1:         | x       | x | x | x | Rhythm Swing %     | Changes the swing feel for all 4 Modules                                |
| Slider 2:         | x       |   |   |   | Pattern Variation  | Selects one of many Pattern Variations for the Drums                    |
| Slider 3:         |         | x | x |   | Duration Control   | Controls the duration of notes for the Synth Riff and Bass              |
| Slider 4:         |         | x | x |   | Velocity Accents   | Changes the Velocity Accents on the Synth Riff and Bass, removing notes |
| Slider 5:         | x       |   |   |   | Alternate Drum Map | Selects one of many different Note Maps for the Drums                   |
| Slider 6:         |         | x |   |   | Rhythm Pattern     | Selects one of many Rhythm Patterns for the Synth Riff                  |
| Slider 7:         |         |   |   | x | Time Signature     | Changes the Time Signature for the Filter Riff                          |
| Slider 8:         |         |   |   | x | Note Pattern       | Selects one of many Note Patterns for the Filter Riff                   |
| Switch 1:         | x       |   |   |   | Module Run [A]     | Turns the Drums on and off  |
| Switch 2:         |         | x |   |   | Module Run [B]     | Turns the Synth Riff on and off   |
| Switch 3:         |         |   | x |   | Module Run [C]     | Turns the Bass on and off   |
| Switch 4:         |         |   |   | x | Module Run [D]     | Turns the Filter Riff on and off  |
| Switch 5:         | x       |   |   |   | Rhythm Multiplier  | Doubles the Tempo of the Drums  |
| Switch 6:         |         | x |   |   | Octave [B]         | Changes the octave of the Synth Riff                                    |
| Switch 7:         |         |   | x |   | Octave [C]         | Changes the octave of the Bass  |
| Switch 8:         |         |   |   | x | Octave [D]         | Changes the octave of the Filter Riff                                   |

| RT Control<br>Sliders | Modules |   |   |   | Keyboard |    | IFX/<br>MFX | Controller    | CC#  | Function  |
|-----------------------|---------|---|---|---|----------|----|-------------|---------------|------|---|
|                       | A       | B | C | D | LH       | RH |             |               |      |   |
| Slider 1:             |         |   | x | x |          |    |             | Filter Cutoff | CC74 | Brightens/Darkens the KARMA Bass and Filter Riff (use w/Slider 2)     |
| Slider 2:             |         |   | x | x |          |    |             | Resonance     | CC71 | Controls Resonance on the KARMA Bass and Filter Riff (use w/Slider 2) |
| Slider 3:             |         |   |   |   | x        | x  |             | Filter EG     | CC79 | Brightens/Darkens the LH/RH Synths                                    |
| Slider 4:             |         |   |   |   | x        | x  |             | Release       | CC72 | Controls the length of Release on the LH/RH Synths                    |
| Slider 5:             |         |   | x |   |          |    |             | Slider Mod. 5 | CC17 | Lengthens/Shortens the envelopes on the Bass                          |
| Slider 6:             |         | x |   |   | x        | x  | x           | Slider Mod. 6 | CC19 | Controls the level of the Stereo Dynamic Delay                        |
| Slider 7:             |         |   |   | x | x        | x  | x           | Slider Mod. 7 | CC20 | Controls the level of the Sequence Delay on the Filter Riff and Mix   |
| Slider 8:             | x       | x |   | x | x        | x  | x           | Slider Mod. 8 | CC21 | Controls the level of Reverb on the Mix                               |

| Joystick   | CC#  | Function                                |
|------------|------|---|
| +X (Right) | ---- | Bend on RH Synth                        |
| -X (Left)  | ---- | Bend on RH Synth                        |
| +Y (Up)    | CC01 | Vibrato on RH Synth                     |
| -Y (Down)  | CC02 | Filter Mod on Bass, Synth 1 and Synth 2 |

| Other Controllers | CC#  | Function  |
|-------------------|------|---|
| Switch 1:         | CC80 | Modulates Bass, Drums and Synth 1 Riff                                  |
| Switch 2:         | CC81 | Removes the Phaser Effect from the Synth 2 Filter Riff (and Drum Track) |
| Ribbon:           | CC16 | Filter Modulation on the Bass   |

| Drum Track |  |
|------------|--|
| Pattern:   | 403: Techno Trance11 [Trance]  |
| Function:  | Off by default – use to add additional high-end percussion and congas through the Phaser/Delay Effects |



A polyrhythmic excursion into the mysterious middle east, where a serpentine bass line snakes over a pounding 12/8 rhythm, with tinkling bells droning in the background. A mysterious eastern sounding layered lead (set to mono for authentic trills) is great for idiomatic soloing. Timbre 2 is muted but can be unmuted to add a Shakuhachi layer to the lead sound. The left hand and chord pads have two layered slow synths assigned with the Talking Modulator IFX chained to Reverb Hall for a very evocative and mysterious pad sound (controlled by SW2). Since the zone of KARMA's Drums and Perc is mapped all the way across the keyboard, you can start the drums by playing a lead with the RH lead.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Pad; KARMA Off -> BPM Motion  
**Right Hand:** Middle Easter Layered Lead  
**Split Points:** B4/C5 Lead/KARMA, C4 WS  
**Special Notes:** Use SW2 to change zones



| KARMA Module | A                            | B                             | C                 | D                     |
|--------------|------------------------------|-------------------------------|-------------------|-----------------------|
| Instrument:  | Drums                        | Percussion                    | Bass              | Bells                 |
| GE:          | 1957                         | 1875                          | 1182              | 0142                  |
| GE Name:     | African 12/8 [Acoustic Kits] | Bongo&Shaker [Cuban Perc Kit] | Future Funk Bass  | Stepping              |
| Category:    | Drum                         | Drum                          | Bass Pattern      | Arpeggio              |
| RTC Model:   | DP1 - Drum/Perc 1            | DP1 - Drum/Perc 1             | BL1 - Bass/Lead 1 | GV1 - Gated Vel/Pat 1 |

| KARMA RT Controls | Modules |   |   |   | Name                | Function  |
|-------------------|---------|---|---|---|---------------------|---|
|                   | A       | B | C | D |                     |   |
| Slider 1:         | x       | x | x | x | Rhythm Swing %      | Changes the swing feel for all 4 Modules (minimal effect in this combi) |
| Slider 2:         | x       | x |   |   | Randomize/Improvise | Randomizes and creates an improvisational feel on the Drums/Perc        |
| Slider 3:         |         |   | x |   | Duration Control    | Controls the duration of the notes for the Bass                         |
| Slider 4:         |         |   |   | x | Velocity Accents    | Controls the level of velocity accents for the Bells                    |
| Slider 5:         | x       |   |   |   | Alternate Drum Map  | Chooses one of many different mappings for the Drums                    |
| Slider 6:         | x       |   |   |   | Velocity Level [1]  | Controls the level of Pattern 1 within the Drums                        |
| Slider 7:         | x       |   |   |   | Velocity Level [2]  | Controls the level of Pattern 2 within the Drums                        |
| Slider 8:         | x       |   |   |   | Velocity Level [3]  | Controls the level of Pattern 3 within the Drums                        |
| Switch 1:         | x       |   |   |   | Module Run [A]      | Turns the Drums on and off  |
| Switch 2:         |         | x |   |   | Module Run [B]      | Turns the Percussion on and off   |
| Switch 3:         |         |   | x |   | Module Run [C]      | Turns the Bass on and off   |
| Switch 4:         |         |   |   | x | Module Run [D]      | Turns the Bells on and off  |
| Switch 5:         |         | x |   |   | Note Transpose      | Changes the Percussion Sound  |
| Switch 6:         |         |   | x |   | Octave [C]          | Changes the octave of the Bass  |
| Switch 7:         |         |   |   | x | Octave [D]          | Changes the octave of the Bells   |
| Switch 8:         |         |   |   | x | Note Voicing        | Selects a different note voicing for the Bells                          |

| RT Control Sliders | Modules |   |   |   | Keyboard |    | IFX/<br>MFX | Controller    | CC#  | Function   |
|--------------------|---------|---|---|---|----------|----|-------------|---------------|------|--|
|                    | A       | B | C | D | LH       | RH |             |               |      |  |
| Slider 1:          | x       | x |   | x | x        |    |             | Filter Cutoff | CC74 | Controls Filter Cutoff for the LH Pad, Drums and Bells (use w/ Slider 2) |
| Slider 2:          | x       | x |   | x | x        |    |             | Resonance     | CC71 | Controls Resonance for the LH Pad, Drums, and Bells (use w/ Slider 1)    |
| Slider 3:          |         |   | x |   |          |    |             | Filter EG     | CC79 | Controls the brightness/darkness of the Bass                             |
| Slider 4:          |         |   |   |   | x        |    |             | Release       | CC72 | Controls the length of release for the LH Pad                            |
| Slider 5:          |         |   |   |   |          | x  |             | Slider Mod. 5 | CC17 | Controls the brightness/darkness of the RH Lead                          |
| Slider 6:          |         |   |   |   |          | x  |             | Slider Mod. 6 | CC19 | Modulates the envelopes of the RH Lead                                   |
| Slider 7:          |         |   |   |   |          | x  | x           | Slider Mod. 7 | CC20 | Controls the level of delay on the RH Lead                               |
| Slider 8:          | x       | x | x | x | x        | x  | x           | Slider Mod. 8 | CC21 | Controls the level of reverb on the overall mix                          |

| Joystick   | CC#  | Function                             |
|------------|------|--------------------------------------|
| +X (Right) | ---- | Bend on the RH Lead                  |
| -X (Left)  | ---- | Bend on the RH Lead                  |
| +Y (Up)    | CC01 | Vibrato on the RH Lead               |
| -Y (Down)  | CC02 | Modulation on the Drums, LH Wave-Seq |

| Other Controllers | CC#  | Function   |
|-------------------|------|--|
| Switch 1:         | ---- | Octave Up – changes the split point and zoning of the keyboard |
| Switch 2:         | CC81 | Adds a Talking Modulator effect to the LH Pad (on by default)  |
| Ribbon:           | CC16 | Modulates the filter on the LH Synth Pad and RH Lead Sounds    |

| Drum Track |  |
|------------|--|
| Pattern:   | 349: Triangle 2 [OrigPerc]   |
| Function:  | Off by default – use to add an additional triangle part to any scene |



This dancey/trancey groove features two KARMA driven percolating synth parts, along with a solid “4 on the floor” house drum groove and backbeat synth bass. Scene 8 has been set up to be a “fill”, but you can also try staying on it a bit and cycling through the 8 Pads, 1 or 2 beats on each one. A fast synth horn has been layered with a slow synth pad, both zoned in the lower area for playing mellow pad patterns in the lower keys. The eight chord triggers can also be used to present a neat British Pop progression applied to these synths. For playing harmonic leads in the upper keys area, two different synths blend with each other to compliment the pad sounds independent of KARMA. Toggling through the eight KARMA Scenes offers some very cool breaks and change-ups to the KARMA-fied riffs.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Synth Pad  
**Right Hand:** Poly Synth Lead  
**Split Points:** B3/C4 or B4/C5 (SW1)  
**Special Notes:**



| KARMA Module | A                     | B                     | C                 | D                        |
|--------------|-----------------------|-----------------------|-------------------|--------------------------|
| Instrument:  | Dance Comp (Synth 1)  | Trance Riff (Synth 2) | Synth Bass        | Drums                    |
| GE:          | 0248                  | 0159                  | 1059              | 1521                     |
| GE Name:     | Dance Comp 1          | 4tone Trance          | Back Beat Bass    | Basic House [Dance Kits] |
| Category:    | Melodic               | Melodic               | Bass Pattern      | Drum                     |
| RTC Model:   | GV1 - Gated Vel/Pat 1 | GV1 - Gated Vel/Pat 1 | BL1 - Bass/Lead 1 | DP1 - Drum/Perc 1        |

| KARMA RT Controls | Modules |   |   |   | Name                   | Function  |
|-------------------|---------|---|---|---|------------------------|---|
|                   | A       | B | C | D |                        |   |
| Slider 1:         | x       | x | x | x | Rhythm Swing %         | Changes the swing feel for all 4 Modules                                    |
| Slider 2:         | x       | x |   |   | Rhythm Pattern         | Changes the Rhythm Pattern for the Dance Comp and Trance Riff               |
| Slider 3:         | x       | x |   |   | Duration Control       | Changes the Duration of notes for the Dance Comp and Trance Riff            |
| Slider 4:         | x       | x |   |   | Velocity Accents       | Changes the level of Velocity Accents for the Dance Comp and Trance Riff    |
| Slider 5:         |         |   |   | x | Alternate Drum Map     | Chooses one of many different alternate Drum Maps – use with SW5            |
| Slider 6:         |         |   |   | x | Bend On/Off            | Activates arpeggiated bending for the Drums                                 |
| Slider 7:         | x       | x |   |   | Note Interval Shift    | Changes the interval of some of the notes in the Dance Comp and Trance Riff |
| Slider 8:         | x       | x |   |   | Note Pattern           | Changes the Note Pattern for the Dance Comp and Trance Riff                 |
| Switch 1:         |         |   |   | x | Module Run [D]         | Turns the Drums on and off  |
| Switch 2:         |         |   | x |   | Module Run [C]         | Turns the Bass on and off   |
| Switch 3:         | x       |   |   |   | Module Run [A]         | Turns the Dance Comp on and off   |
| Switch 4:         |         | x |   |   | Module Run [B]         | Turns the Trance Riff on and off  |
| Switch 5:         |         |   |   | x | Note Transpose         | Transpose the Drums for an alternate pattern                                |
| Switch 6:         | x       |   |   |   | Octave [A]             | Changes the octave of the Dance Comp  |
| Switch 7:         |         | x |   |   | Octave [B]             | Changes the octave of the Trance Riff                                       |
| Switch 8:         | x       |   |   |   | Note Pattern <-> Chord | Changes the Dance Comp from single notes to a chordal pattern               |

| RT Control Sliders | Modules |   |   |   | Keyboard |    | IFX/MFX | Controller    | CC#  | Function  |
|--------------------|---------|---|---|---|----------|----|---------|---------------|------|---|
|                    | A       | B | C | D | LH       | RH |         |               |      |   |
| Slider 1:          | x       | x |   | x |          |    |         | Filter Cutoff | CC74 | Controls filter cutoff on the Dance Comp, Trance Riff, some Drums     |
| Slider 2:          | x       | x |   | x |          |    |         | Resonance     | CC71 | Controls resonance on the Dance Comp, Trance Riff, some Drums         |
| Slider 3:          |         |   |   |   |          | x  |         | Filter EG     | CC79 | Controls the amount of Filter Env on the RH Synth Lead                |
| Slider 4:          |         |   |   |   | x        | x  |         | Release       | CC72 | Controls the Release Time on the LH Pad and RH Synth                  |
| Slider 5:          | x       | x | x |   |          |    |         | Slider Mod. 5 | CC17 | Controls various modulations on the Dance Comp, Trance Riff, and Bass |
| Slider 6:          |         | x |   |   |          |    |         | Slider Mod. 6 | CC19 | Adds Filter Mod to the Trance Riff (makes it fade in/out at Bottom)   |
| Slider 7:          | x       | x |   | x | x        | x  | x       | Slider Mod. 7 | CC20 | Amount of BPM Delay on the overall mix                                |
| Slider 8:          | x       | x | x | x | x        | x  | x       | Slider Mod. 8 | CC21 | Amount of Reverb on the overall mix                                   |

| Joystick   | CC#  | Function                               |
|------------|------|--|
| +X (Right) | ---- | Bend on the RH Synth Lead              |
| -X (Left)  | ---- | Bend on the RH Synth Lead              |
| +Y (Up)    | CC01 | Vibrato on the RH Synth                |
| -Y (Down)  | CC02 | Pitch Mod on Drums and Pitch Mod on RH |

| Other Controllers | CC#  | Function  |
|-------------------|------|---|
| Switch 1:         | ---- | Octave up (change split point of LH/RH from B3/C4 to B4/C5)                                 |
| Switch 2:         | ---- | JS-Y and Ribbon Lock – use with JS for Drum Pitch Mod, and with Ribbon for the LH/RH Synths |
| Ribbon:           | CC16 | Modulate Filter on LH Pad and RH Synth  |

| Drum Track |   |
|------------|---|
| Pattern:   | 378: World Grv 4 [BrzPrc]   |
| Function:  | Off by default – use to add additional high-end perc to any scene |



6 With KARMA Off, the LH provides a thick orchestral brass and strings layer, with a bright trumpet section in the RH. Turn KARMA On, and start the drums by playing trumpet notes in the RH. Bring in the LH strings, or use the chord pads to trigger the rest of the modules, evoking a triumphant processional that, while not a bolero, brings to mind a famous piece of music that builds to a climax, much like the 8 Scenes do from left to right. Use the JS-Y to trigger Bass Drum and Cymbal Crashes.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** KARMA On = Strings,  
Off = Strings/Brass

**Right Hand:** Trumpets

**Split Points:** B4/C5 (except Drums/Perc)

**Special Notes:** JS-Y Retrigger the Drums for Orch  
Crash and Bass Drum Accents



| KARMA Module | A                            | B                 | C                    | D                           |
|--------------|------------------------------|-------------------|----------------------|-----------------------------|
| Instrument:  | Drums                        | Strings           | Brass                | Percussion                  |
| GE:          | 1962                         | 229               | 379                  | 1918                        |
| GE Name:     | Dramatic 1 [Orch&Ethnic Kit] | Armadillo Organ   | KarMarch             | Orch Perc [Orch&Ethnic Kit] |
| Category:    | Drum                         | Melodic           | Harmonic (Poly)      | Drum                        |
| RTC Model:   | DP1 - Drum/Perc 1            | CL1 - Comp/Lead 1 | DM1 - Drum Melodic 1 | DP1 - Drum/Perc 1           |

| KARMA RT Controls | Modules |   |   |   | Name                      | Function   |
|-------------------|---------|---|---|---|---------------------------|--|
|                   | A       | B | C | D |                           |  |
| Slider 1:         | x       | x | x | x | Rhythm Swing %            | Changes the swing feel for all 4 Modules                     |
| Slider 2:         | x       |   |   |   | Rhythm Randomize          | Controls the degree of rhythmic activity for the Drums       |
| Slider 3:         |         |   | x |   | Duration Control          | Shortens or lengthens the duration of notes for the Brass    |
| Slider 4:         |         |   |   | x | Rhythm Randomize          | Controls the degree of rhythmic activity for the Percussion  |
| Slider 5:         |         | x |   |   | Note Pattern              | Changes the Note Pattern for the Strings                     |
| Slider 6:         |         | x |   |   | Rhythm Randomize          | Controls the degree of rhythmic activity for the Strings     |
| Slider 7:         |         |   | x |   | Rhythm Pattern            | Selects one of many Rhythm Pattern variations for the Brass  |
| Slider 8:         |         |   | x |   | Note Pattern              | Changes the Note Pattern for the Brass                       |
| Switch 1:         | x       |   |   |   | Module Run [A]            | Turns the Drums on and off                                   |
| Switch 2:         |         | x |   |   | Module Run [B]            | Turns Strings on and off                                     |
| Switch 3:         |         |   | x |   | Module Run [C]            | Turns Brass on and off                                       |
| Switch 4:         |         |   |   | x | Module Run [D]            | Turns Percussion on and off                                  |
| Switch 5:         | x       |   |   |   | Alternate Drum Map On/Off | Chooses a different snare and bass drum sound for the Drums  |
| Switch 6:         |         | x |   |   | Octave [B]                | Changes the octave of the Strings                            |
| Switch 7:         |         |   | x |   | Octave [C]                | Changes the octave of the Brass                              |
| Switch 8:         | x       |   |   |   | Note Transpose            | Transposes the Drum Groove for a different alternate pattern |

| RT Control<br>Sliders | Modules |   |   |   | Keyboard |    | IFX/<br>MFX | Controller    | CC#  | Function  |
|-----------------------|---------|---|---|---|----------|----|-------------|---------------|------|---|
|                       | A       | B | C | D | LH       | RH |             |               |      |   |
| Slider 1:             |         |   |   |   |          | x  |             | Filter Cutoff | CC74 | Controls the Filter Cutoff for the RH Trumpets (use w/Slider 2) |
| Slider 2:             |         |   |   |   |          |    |             | Resonance     | CC71 | Controls the Resonance for the RH Trumpets (use w/Slider 1)     |
| Slider 3:             |         |   |   |   | x        |    |             | Filter EG     | CC79 | Controls the brightness of the LH Strings                       |
| Slider 4:             |         |   |   |   | x        |    |             | Release       | CC72 | Controls the length of the Release for the LH Strings           |
| Slider 5:             |         |   |   |   |          | x  |             | F/A Attack    | CC73 | Modulates the Filter/Amp Attack for the RH Trumpets             |
| Slider 6:             |         |   |   |   |          | x  |             | F/A Decay     | CC75 | Modulates the Filter/Amp Decay for the RH Trumpets              |
| Slider 7:             |         |   |   |   | x        |    | x           | Slider Mod. 7 | CC20 | Controls the amount of Chorus on the LH Strings                 |
| Slider 8:             | x       | x | x | x | x        | x  | x           | Slider Mod. 8 | CC21 | Controls the overall amount of reverb on everything             |

| Joystick   | CC#  | Function                               |
|------------|------|--|
| +X (Right) | ---- | Bend on the RH Trumpets                |
| -X (Left)  | ---- | Bend on the RH Trumpets                |
| +Y (Up)    | CC01 | Vibrato on the RH Trumpets             |
| -Y (Down)  | CC02 | Retriggers the Drums (use for accents) |

| Other Controllers | CC#  | Function   |
|-------------------|------|--|
| Switch 1:         | ---- | Octave Down – moves the octaves and split points of the keyboard instruments |
| Switch 2:         | CC81 | Activates a Stereo Multi-Mode Filter in TFX 1 for a swirling effect          |
| Ribbon:           | CC16 | Controls the brightness and volume of the RH Trumpets                        |

| Drum Track |   |
|------------|---|
| Pattern:   | 285: New Orchestral [Ac.Pop]  |
| Function:  | Off by default – use to add an additional Tympani part to any scene |



This ominously cinematic combi features a versatile bass line generator accompanying three Drum Groove GEs to provide a variety of bass riffs and drum groove combinations. Three drum breakdowns are on provided on Scenes 6, 7, and 8 – try switching between them quickly for improvisational drum effects. (Note that the Scene Quantize Window is set to a 16th note to allow quick switching between Scenes, unlike most of the Combis in this set.) Play two-handed chords in the LH area, for thick padded chords, and the bass line generally follows the lowest note to determine the octave. Play triad chords in the C4 area to limit the notes in the bass line, due to the timbre key zoning (in conjunction with SW 7 Octave [C]). The VJS allows mixing the different pad elements in the left, up and right positions (try with KARMA Off), while down provides a breakdown and removes the bass. The Orch Hits on the first and fifth pad are hidden in the lowest octave - Timbre 11 can be muted to remove them.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Synth Pad  
**Right Hand:** MonoSynth Lead  
**Split Points:** B4/C5  
**Special Notes:** Scene Qtz Window at 16th for fast changing



| KARMA Module | A                       | B                      | C                     | D                        |
|--------------|-------------------------|------------------------|-----------------------|--------------------------|
| Instrument:  | Drums 1                 | Drums 2                | Synth Bass            | Drums 3                  |
| GE:          | 1509                    | 1549                   | 0248                  | 1704                     |
| GE Name:     | AcidJazzFunk [All Kits] | Chord-Floor [All Kits] | Dance Comp 1          | NuStep Garage [All Kits] |
| Category:    | Drum                    | Drum                   | Melodic               | Drum                     |
| RTC Model:   | DP1 - Drum/Perc 1       | DP1 - Drum/Perc 1      | GV1 - Gated Vel/Pat 1 | DP1 - Drum/Perc 1        |

| KARMA RT Controls | Modules |   |   |   | Name                      | Function   |
|-------------------|---------|---|---|---|---------------------------|--|
|                   | A       | B | C | D |                           |  |
| Slider 1:         | x       | x | x | x | Rhythm Swing %            | Changes the swing feel for all 4 Modules                             |
| Slider 2:         | x       | x |   | x | Rhythm Complexity         | Simplifies or increases the activity of all 3 Drum Modules           |
| Slider 3:         |         |   | x |   | Duration Control          | Lengthens/tightens the duration of notes for the Synth Bass          |
| Slider 4:         |         |   | x |   | Bend On/Off               | Changes the Note Type and activates bending on the Synth Bass        |
| Slider 5:         |         | x |   | x | Kick/Snare Level          | Controls the level of the Kick/Snare for Drums 2 and Drums 3         |
| Slider 6:         | x       |   |   | x | HiHats/Cym Level          | Controls the level of the hihats/cymbals for Drums 1 and Drums 3     |
| Slider 7:         |         |   |   | x | Repeat Repetitions        | Controls the number of repeated notes for Drums 3                    |
| Slider 8:         |         |   |   | x | Alternate Drum Map        | Chooses an Alternate Drum Map for Drums 3 (use with Switch 8)        |
| Switch 1:         | x       |   |   |   | Module Run [A]            | Turns Drums 1 on and off   |
| Switch 2:         |         | x |   |   | Module Run [B]            | Turns Drums 2 on and off   |
| Switch 3:         |         |   | x |   | Module Run [C]            | Turns the Synth Bass on and off                                      |
| Switch 4:         |         |   |   | x | Module Run [D]            | Turns Drums 3 on and off   |
| Switch 5:         | x       | x |   |   | Alternate Drum Map On/Off | Activates an Alternate Drum Map for Drums 1 and Drums 2              |
| Switch 6:         | x       |   |   | x | Note Randomize            | Activates randomization for Drums 1 and Drums 3                      |
| Switch 7:         |         |   | x |   | Octave [C]                | Changes the octave of the Synth Bass notes, depending where you play |
| Switch 8:         |         |   |   | x | Alternate Drum Map On/Off | Activates the Alternate Drum Map chosen by Slider 8 for Drums 3      |

| RT Control Sliders | Modules |   |   |   | Keyboard |    | IFX/<br>MFX | Controller    | CC#  | Function   |
|--------------------|---------|---|---|---|----------|----|-------------|---------------|------|--|
|                    | A       | B | C | D | LH       | RH |             |               |      |  |
| Slider 1:          |         |   |   |   | x        | x  |             | Filter Cutoff | CC74 | Brightens/darkens the LH Pad and RH Synth Lead             |
| Slider 2:          |         |   |   |   | x        | x  |             | Resonance     | CC71 | Increases/decrease resonance on the LH Pad and RH Lead     |
| Slider 3:          |         |   | x |   |          |    |             | Filter EG     | CC79 | Brightens/darkens the Synth Bass by changing the envelope  |
| Slider 4:          |         |   |   |   |          | x  |             | Release       | CC72 | Lengthens/tightens release on the RH Synth Lead            |
| Slider 5:          |         |   |   |   | x        | x  | x           | Slider Mod. 5 | CC17 | Increases/decreases reverb on the RH Synth Lead and LH Pad |
| Slider 6:          |         |   |   |   | x        |    |             | Slider Mod. 6 | CC19 | Down for Pitch Mod on the LH Pad                           |
| Slider 7:          |         | x |   |   |          | x  | x           | Slider Mod. 7 | CC20 | Increases/decreases chorus on RH Lead and Synth Bass       |
| Slider 8:          | x       |   | x | x |          |    | x           | Slider Mod. 8 | CC21 | Increases/decreases reverb on overall mix                  |

| Joystick   | CC#  | Function                  |
|------------|------|---------------------------|
| +X (Right) | ---- | Bend on RH Synth Lead     |
| -X (Left)  | ---- | Bend on RH Synth Lead     |
| +Y (Up)    | CC01 | Vibrato on RH Synth Lead  |
| -Y (Down)  | CC02 | Adds modulation to LH Pad |

| Other Controllers | CC#  | Function   |
|-------------------|------|--|
| Switch 1:         | CC65 | Portamento On/Off (CC65) for RH Synth Lead (fingered portamento)           |
| Switch 2:         | ---- | Ribbon Lock for LH Pad and KARMA Modules Filter Mod                        |
| Ribbon:           | CC16 | Opens and closes the filter on the LH Pad and KARMA Modules (use with SW2) |

| Drum Track |   |
|------------|---|
| Pattern:   | 341: Clave [OrigPerc]   |
| Function:  | Off by default – use to add an additional Clave part to any scene |



A heavy pipe organ in the LH area (zoned for two-handed chords) drives a throbbing backbeat bass and dance groove through a BPM multimode filter in this combi. Dual flanged percolating synths provide the counterpoint, panning over the spatial spectrum. In keeping with the pipe organ theme, a mono synth lead layered with a pipe organ is provided in the RH area for soloing, but with the twist of adding some modern portamento (SW1 over the JS removes it). Scene 8 provides a “fill” that can be used to link the other scenes, which get progressively simpler towards the lower numbers. For a cool intro, start with KARMA off, then follow a classic pipe organ progression using the chord trigger pads from 1 to 8 while improvising a lead in the RH. Once you have reached pad 8, simultaneously reactivate KARMA and hit chord pad 1 to commence this fast paced baroque fusion groove.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Pipe Organ  
**Right Hand:** Mono Synth Lead  
**Split Points:** B4/C5  
**Special Notes:**



| KARMA Module | A                 | B                          | C                 | D                     |
|--------------|-------------------|----------------------------|-------------------|-----------------------|
| Instrument:  | Synth 1           | Drums                      | Bass              | Synth 2               |
| GE:          | 1274              | 1637                       | 1059              | 1998                  |
| GE Name:     | Classic Click     | Hard Trance 3 [Dance Kits] | Back Beat Bass    | Trance WS             |
| Category:    | Gated             | Drum                       | Bass Pattern      | Wavesequene           |
| RTC Model:   | GC1 - Gated CCs 1 | DP1 - Drum/Perc 1          | BL1 - Bass/Lead 1 | GV1 - Gated Vel/Pat 1 |

| KARMA RT Controls | Modules |   |   |   | Name               | Function  |
|-------------------|---------|---|---|---|--------------------|---|
|                   | A       | B | C | D |                    |   |
| Slider 1:         | x       | x | x | x | Rhythm Swing %     | Changes the swing feel for all 4 Modules                                  |
| Slider 2:         |         | x | x |   | Rhythm Pattern     | Selects one of many Rhythm Patterns simultaneously for the Bass and Drums |
| Slider 3:         | x       |   | x | x | Duration Control   | Shortens/Lengthens the notes for Synth 1, Synth 2 and the Bass            |
| Slider 4:         | x       |   | x | x | Velocity Accents   | Controls the level of some of the notes for Synth 1, Synth 2 and the Bass |
| Slider 5:         | x       |   |   |   | Pan Pattern        | Selects one of many Pan Patterns for Synth 1                              |
| Slider 6:         |         | x |   |   | Alternate Drum Map | Selects one of many Note Maps for the Drums                               |
| Slider 7:         |         |   |   | x | Note Pattern       | Selects one of many Note Patterns for Synth 2                             |
| Slider 8:         |         |   |   | x | Pan Pattern        | Selects one of many Pan Patterns for Synth 2                              |
| Switch 1:         | x       |   |   |   | Module Run [A]     | Turns Synth 1 on and off  |
| Switch 2:         |         | x |   |   | Module Run [B]     | Turns the Drums on and off  |
| Switch 3:         |         |   | x |   | Module Run [C]     | Turns the Bass on and off   |
| Switch 4:         |         |   |   | x | Module Run [D]     | Turns Synth 2 on and off  |
| Switch 5:         | x       |   |   |   | Octave [A]         | Changes the octave of Synth 1   |
| Switch 6:         |         | x |   |   | Percussion On/Off  | Activates a Percussion Pattern for the Drums                              |
| Switch 7:         |         |   | x |   | Octave [C]         | Changes the octave of the Bass  |
| Switch 8:         |         |   |   | x | Octave [D]         | Changes the octave of Synth 2   |

| RT Control Sliders | Modules |   |   |   | Keyboard |    | IFX/<br>MFX | Controller    | CC#  | Function   |
|--------------------|---------|---|---|---|----------|----|-------------|---------------|------|--|
|                    | A       | B | C | D | LH       | RH |             |               |      |  |
| Slider 1:          |         | x |   |   |          |    |             | Filter Cutoff | CC74 | Brightens/Darkens the Drums (use w/ Slider 2)                      |
| Slider 2:          |         | x |   |   |          |    |             | Resonance     | CC71 | Resonance on the Drums (use w/ Slider 1)                           |
| Slider 3:          |         |   | x |   |          |    |             | Filter EG     | CC79 | Brightens/Darkens the Bass   |
| Slider 4:          |         |   |   |   |          | x  |             | Release       | CC72 | Shortens/Lengthens the Release on the RH Lead Synth                |
| Slider 5:          |         |   | x |   |          |    |             | Slider Mod. 5 | CC17 | Filter Modulation on the Bass                                      |
| Slider 6:          | x       |   |   | x |          |    |             | Slider Mod. 6 | CC19 | Raises/Lowers the pitch of some oscillators in Synth 1 and Synth 2 |
| Slider 7:          | x       | x | x | x | x        | x  | x           | Slider Mod. 7 | CC20 | Controls the level of Delay on the Mix                             |
| Slider 8:          |         |   |   |   | x        | x  | x           | Slider Mod. 8 | CC21 | Controls the level of Reverb – mainly on the Organ and Lead        |

| Joystick   | CC#  | Function                           |
|------------|------|------------------------------------|
| +X (Right) | ---- | Bend on RH Synth Lead              |
| -X (Left)  | ---- | Bend on RH Synth Lead              |
| +Y (Up)    | CC01 | Vibrato on RH Synth Lead           |
| -Y (Down)  | CC02 | Filter Modulation on RH Synth Lead |

| Other Controllers | CC#  | Function  |
|-------------------|------|---|
| Switch 1:         | CC65 | Activates Portamento on the RH Lead (on by default)                   |
| Switch 2:         | CC81 | Removes the Multimode Filter on Drums and Bass and Modulates the Bass |
| Ribbon:           | CC16 | Filter Modulation (Cutoff) on everything except RH Synth Lead         |

| Drum Track |   |
|------------|---|
| Pattern:   | 403: Techno Trance11 [Trance]   |
| Function:  | Off by default – use to add additional filtered high-end percussion and congas to any scene |



This straight jazz combi features a slightly honky-tonk piano, acoustic bass, drums, and flugelhorn. The key zones have been set a bit differently in this one: you control KARMA and play the piano in the area up to B5, and solo with an alto sax in the top octaves, from C6 up. Through the use of "SmartScan" in the Dynamic MIDI section on the piano, you need at least three notes to trigger a chord change, so you can play solo lines on the piano without affecting the current chord (and also, you can play anything you want on the piano with the sustain pedal down – it locks out any chord changes.) You can use SW2 to transpose the keyboard by an octave up, to provide more range for the Sax – especially if you have a 61 note keyboard. SW1 provides an "old 78 analog record" effect.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Piano  
**Right Hand:** Sax  
**Split Points:** B5/C6  
**Special Notes:** three notes or more needed to trigger chord change in piano area



| KARMA Module | A                 | B                 | C                 | D                             |
|--------------|-------------------|-------------------|-------------------|-------------------------------|
| Instrument:  | Flugelhorn        | Guitar            | Acoustic Bass     | Drums                         |
| GE:          | 0386              | 0955              | 1057              | 1372                          |
| GE Name:     | New Sax Ensemble  | Jazz Gtr Comp 1   | Walking Bass 4    | Jazz Cymbal&RimSht [All Kits] |
| Category:    | Harmonic (Poly)   | Strumming         | Bass Pattern      | Drum                          |
| RTC Model:   | CL1 - Comp/Lead 1 | CL1 - Comp/Lead 1 | BL1 - Bass/Lead 1 | DP1 - Drum/Perc 1             |

| KARMA RT Controls | Modules |   |   |   | Name               | Function  |
|-------------------|---------|---|---|---|--------------------|---|
|                   | A       | B | C | D |                    |   |
| Slider 1:         | x       | x | x | x | Rhythm Swing %     | Changes the swing feel for all 4 Modules                        |
| Slider 2:         |         |   |   | x | Note Randomize     | Simplifies/Randomizes the Drums                                 |
| Slider 3:         | x       | x | x |   | Duration Control   | Controls the length of notes for the Flugel, Guitar and Bass    |
| Slider 4:         |         | x | x |   | Velocity Accents   | Controls the level of some of the notes for the Guitar and Bass |
| Slider 5:         | x       |   |   |   | Velocity Pattern   | Selects one of many Velocity Patterns for the Flugelhorn        |
| Slider 6:         |         | x |   |   | Rhythm Complexity  | Varies the complexity of the Guitar Pattern                     |
| Slider 7:         |         |   | x |   | Note Movement      | Controls the distance between notes in the Bass line            |
| Slider 8:         |         |   |   | x | Alternate Drum Map | Selects one of many different Note Maps for the Drums           |
| Switch 1:         | x       |   |   |   | Module Run [A]     | Turns the Flugelhorn on and off                                 |
| Switch 2:         |         | x |   |   | Module Run [B]     | Turns the Guitar on and off                                     |
| Switch 3:         |         |   | x |   | Module Run [C]     | Turns the Bass on and off                                       |
| Switch 4:         |         |   |   | x | Module Run [D]     | Turns the Drums on and off                                      |
| Switch 5:         | x       |   |   |   | Octave [A]         | Changes the octave of the Flugelhorn                            |
| Switch 6:         |         | x |   |   | Octave [B]         | Changes the octave of the Guitar                                |
| Switch 7:         |         |   | x |   | Octave [C]         | Changes the octave of the Bass                                  |
| Switch 8:         |         |   |   | x | Rhythm Syncopation | Adds a repeat on the Drums for a syncopated feel                |

| RT Control Sliders | Modules |   |   |   | Keyboard |    | IFX/MFX | Controller    | CC#  | Function  |
|--------------------|---------|---|---|---|----------|----|---------|---------------|------|---|
|                    | A       | B | C | D | LH       | RH |         |               |      |   |
| Slider 1:          |         |   |   | x |          |    |         | Filter Cutoff | CC74 | Brightens/Darkens the Drums (use w/ Slider 2)         |
| Slider 2:          |         |   |   | x |          |    |         | Resonance     | CC71 | Controls the Resonance on the Drums (use w/ Slider 1) |
| Slider 3:          |         |   |   |   |          | x  |         | Filter EG     | CC79 | Brightens/Darkens the RH Sax lead                     |
| Slider 4:          |         |   |   |   | x        |    |         | Release       | CC72 | Shortens/Lengthens the Release on the LH piano        |
| Slider 5:          |         |   |   |   | x        |    |         | Slider Mod. 5 | CC17 | Adds a tremolo effect to the LH Piano                 |
| Slider 6:          |         |   | x |   |          |    |         | Slider Mod. 6 | CC19 | Dampens the strings of the Bass to the bottom         |
| Slider 7:          | x       | x | x |   | x        | x  | x       | Slider Mod. 7 | CC20 | Controls the amount of Chorus on the Mix              |
| Slider 8:          | x       | x | x | x | x        | x  | x       | Slider Mod. 8 | CC21 | Controls the amount of Reverb on the Mix              |

| Joystick   | CC#  | Function              |
|------------|------|-----------------------|
| +X (Right) | ---- | Bend on the RH Sax    |
| -X (Left)  | ---- | Bend on the RH Sax    |
| +Y (Up)    | CC01 | Vibrato on the RH Sax |
| -Y (Down)  | CC02 | Growl on the RH Sax   |

| Other Controllers | CC#  | Function                                   |
|-------------------|------|--|
| Switch 1:         | CC80 | Brings in an "old 78 analog record" effect |
| Switch 2:         | ---- | Octave Up                                  |
| Ribbon:           | CC16 | Volume control on the RH Sax               |

| Drum Track |   |
|------------|---|
| Pattern:   | 352: Conga Grv 2 [Conga]  |
| Function:  | Off by default – use to add an additional conga groove to any scene |



Brass Balls is a somewhat martial sounding combi with layered brass and fast synth timbres. However, with its masy trance drum pattern, gated rhythms, and punchy hip-hop FM synth bass, this combi presents a blended cinematic dance flavor. Pull back on JS-Y and lock it in by simultaneously pressing SW2 to tighten and increase the pitch of the drums. Also note that KARMA is using SmartScan (in Dynamic MIDI), so when first calling it up, even though KARMA is on, you can play single and double notes all over the keyboard, without triggering it. It takes a 3-note chord to trigger KARMA, or to change the chord once KARMA is playing.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Full Range:** Fat Layered Brass  
**Special Notes:** KARMA uses SmartScan, 3 Notes to Trigger or change chord.



| KARMA Module | A                     | B                        | C                     | D                     |
|--------------|-----------------------|--------------------------|-----------------------|-----------------------|
| Instrument:  | Keys                  | Drums                    | Synth Bass            | Spiky Synth           |
| GE:          | 0636                  | 1686                     | 1096                  | 0248                  |
| GE Name:     | 2tone Vel Trip1       | Mash Trancy [Dance Kits] | HipHop Bass 3         | Dance Comp 1          |
| Category:    | Chord Rhythmic        | Drum                     | Bass Pattern          | Melodic               |
| RTC Model:   | GV1 - Gated Vel/Pat 1 | DP1 - Drum/Perc 1        | GV1 - Gated Vel/Pat 1 | GV1 - Gated Vel/Pat 1 |

| KARMA RT Controls | Modules |   |   |   | Name               | Function   |
|-------------------|---------|---|---|---|--------------------|--|
|                   | A       | B | C | D |                    |  |
| Slider 1:         | x       | x | x | x | Rhythm Swing %     | Changes the swing feel for all 4 Modules                     |
| Slider 2:         |         | x |   |   | Velocity Level [2] | Turns the hi-hats/cymbals on/off (GE Drum Pattern 2)         |
| Slider 3:         |         |   | x |   | Duration Control   | Controls the duration of notes for the Synth Bass            |
| Slider 4:         |         | x |   |   | Rhythm Complexity  | Controls the rhythmic density/randomization of the Drums     |
| Slider 5:         |         |   |   | x | Note Voicing       | Provides a slight variation in the notes of the Spiky Synth  |
| Slider 6:         | x       |   |   |   | Duration Control   | Controls the duration of notes for the Keys                  |
| Slider 7:         |         |   |   | x | Duration Control   | Controls the duration of notes for the Spiky Synth           |
| Slider 8:         |         |   | x |   | Velocity Accents   | Controls the velocity of some of the notes in the Synth Bass |
| Switch 1:         | x       |   |   |   | Module Run [A]     | Turns the Keys on and off                                    |
| Switch 2:         |         | x |   |   | Module Run [B]     | Turns the Drums on and off                                   |
| Switch 3:         |         |   | x |   | Module Run [C]     | Turns the Synth Bass on and off                              |
| Switch 4:         |         |   |   | x | Module Run [D]     | Turns the Spiky Synth on and off                             |
| Switch 5:         |         |   |   | x | Note Scale Type    | Provides a slight variation in the notes of the Spiky Synth  |
| Switch 6:         |         | x |   |   | Velocity Level [1] | Turns the Kick/Snare on and off (GE Drum Pattern 1)          |
| Switch 7:         | x       |   |   |   | Octave [A]         | Transposes the octave of the Keys                            |
| Switch 8:         |         |   |   | x | Octave [D]         | Transposes the octave of the Spiky Synth                     |

| RT Control<br>Sliders | Modules |   |   |   | Keyboard |    | IFX/<br>MFX | Controller    | CC#  | Function   |
|-----------------------|---------|---|---|---|----------|----|-------------|---------------|------|--|
|                       | A       | B | C | D | LH       | RH |             |               |      |  |
| Slider 1:             |         | x |   |   |          |    |             | Filter Cutoff | CC74 | Makes the Drums darker/brighter, also Synth when KARMA Off |
| Slider 2:             |         |   |   |   | x        | x  |             | Resonance     | CC71 | Adds Resonance to the Brass Layer (use w/Ribbon)           |
| Slider 3:             |         |   |   | x |          |    |             | Filter EG     | CC79 | Makes the Spiky Synth darker/brighter                      |
| Slider 4:             |         |   |   |   | x        | x  |             | Release       | CC72 | Makes the release on the Brass Layer shorter/longer        |
| Slider 5:             |         |   |   | x |          |    |             | Slider Mod. 5 | CC17 | Makes the release on the Spiky Synth shorter/longer        |
| Slider 6:             |         |   |   |   | x        | x  | x           | Slider Mod. 6 | CC19 | Adds/removes reverb to Brass Layer                         |
| Slider 7:             |         |   |   |   | x        | x  | x           | Slider Mod. 7 | CC20 | Adds/removes delay to the Spiky Synth                      |
| Slider 8:             |         |   |   |   | x        | x  | x           | Slider Mod. 8 | CC21 | Adds/removes delay to Brass Layer                          |

| Joystick   | CC#  | Function                         |
|------------|------|----------------------------------|
| +X (Right) | ---- | Bend Brass Layer                 |
| -X (Left)  | ---- | Bend Brass Layer                 |
| +Y (Up)    | CC01 | Vibrato on Brass Layer           |
| -Y (Down)  | CC02 | Pitch Bend on Drums (SW 2 locks) |

| Other Controllers | CC#  | Function   |
|-------------------|------|--|
| Switch 1:         | CC65 | Portamento on some of Brass timbres (and synth when KARMA Off) |
| Switch 2:         | ---- | JS -Y Lock (Pitch-bending on Drums)                            |
| Ribbon:           | CC16 | Modulation on Brass, and KARMA Keys and Spiky Synth            |

| Drum Track |   |
|------------|---|
| Pattern:   | 305: Wdblock March [Orch]   |
| Function:  | Off by default – use to add an additional tuned wood block and percussion part to any scene |



This combi provides an ethnic world-flavored backdrop for heavy fusion guitar soloing, with an overdrive distorted guitar through Chorus and Tape-echo in the RH area. Note that the KARMA Scan Zones extend from C2 to D#4. The bottom octave below C2 provides a layered Tympani and FM Tubular Bell sound that you can use for an intro, or to add hits during performance, without affecting the KARMA generation. While Scene 5 is actually the “full groove”, we chose to store this with Scene 1 selected, to provide more space for soloing, and you can move up through the scenes and develop your improvisation. Use the higher numbered scenes to really kick it up a notch. The randomization in some of the scenes on the drums (Scene 5, for example) provides a very “live feel” – if you listen for a while, you will notice that the groove is constantly shifting and not always playing the same things. Scene 8 can be used as a “fill” to link other scenes. JS –Y (down) provides not only feedback on most of the range of the RH Lead Guitar, but some guitar effects from C6 on up as well.

**Keyboard, Split Points, KARMA Key Zones, Special Notes**

**Left Hand:** Analog String Pad  
**Right Hand:** Overdrive Guitar  
**Split Points:** D#4/E4: LH/RH  
 KARMA C2 to D#4  
**Special Notes:** Below C2, Tympani & Bell layer



| KARMA Module | A                      | B                    | C                 | D                          |
|--------------|------------------------|----------------------|-------------------|----------------------------|
| Instrument:  | Drum/Perc              | Bass                 | Synth             | Strings                    |
| GE:          | 1477                   | 1097                 | 0654              | 0079                       |
| GE Name:     | SkippyHop [Dance Kits] | HipHop Bass 4        | Anna Clavichordia | Crimson Copeland Glass Str |
| Category:    | Drum                   | Bass Pattern         | Chord Rhythmic    | Arpeggio                   |
| RTC Model:   | DP1 - Drum/Perc 1      | DM1 - Drum Melodic 1 | CL1 - Comp/Lead 1 | CL1 - Comp/Lead 1          |

| KARMA RT Controls | Modules |   |   |   | Name               | Function  |
|-------------------|---------|---|---|---|--------------------|---|
|                   | A       | B | C | D |                    |   |
| Slider 1:         | x       | x | x | x | Rhythm Swing %     | Changes the swing feel for all 4 Modules                                  |
| Slider 2:         | x       |   |   |   | Note Randomize     | Controls the random business of the Drum groove, from min to max          |
| Slider 3:         |         | x | x | x | Duration Control   | Shortens/Lengthens the notes for everything except the Drums              |
| Slider 4:         |         |   | x |   | Velocity Accents   | Controls the level of certain notes in the Synth pattern                  |
| Slider 5:         | x       |   |   |   | Alternate Drum Map | Selects one of many different Note Maps for the Drums                     |
| Slider 6:         |         | x |   |   | Rhythm Pattern     | Selects one of many different Rhythm Patterns for the Bass                |
| Slider 7:         |         | x |   |   | Rhythm Multiplier  | Multiplies the Rhythm of the Bass pattern, getting increasingly longer    |
| Slider 8:         |         |   |   | x | Rhythm Randomize   | Increase/Decreases the rhythmic activity of the Strings                   |
| Switch 1:         | x       |   |   |   | Module Run [A]     | Turns the Drum/Perc on and off  |
| Switch 2:         |         | x |   |   | Module Run [B]     | Turns the Bass on and off   |
| Switch 3:         |         |   | x |   | Module Run [C]     | Turns the Synth on and off  |
| Switch 4:         |         |   |   | x | Module Run [D]     | Turns the Strings on and off  |
| Switch 5:         | x       |   |   |   | Note Transpose     | Transposes the Drums, providing an alternate Drum Groove                  |
| Switch 6:         |         | x |   |   | Note Pattern       | Creates a different busier note pattern for the Bass using Melodic Repeat |
| Switch 7:         |         |   | x |   | Octave [C]         | Changes the octave of the Synth   |
| Switch 8:         |         |   |   | x | Octave [D]         | Changes the octave of the Strings   |

| RT Control Sliders | Modules |   |   |   | Keyboard |    | IFX/<br>MFX | Controller    | CC#  | Function  |
|--------------------|---------|---|---|---|----------|----|-------------|---------------|------|---|
|                    | A       | B | C | D | LH       | RH |             |               |      |   |
| Slider 1:          | x       |   |   |   |          |    |             | Filter Cutoff | CC74 | Brightens/Darkens the Drums – use w/ Slider 2         |
| Slider 2:          | x       |   |   |   |          |    |             | Resonance     | CC71 | Controls the Resonance on the Drums – use w/ Slider 1 |
| Slider 3:          |         |   | x | x |          |    |             | Filter EG     | CC79 | Brightens/Darkens the Synth and Strings               |
| Slider 4:          |         |   |   | x |          |    |             | Release       | CC72 | Shortens/Lengthens the Release on the Strings         |
| Slider 5:          |         |   | x |   |          |    |             | Slider Mod. 5 | CC17 | Shortens/Lengthens the envelopes on the Synth         |
| Slider 6:          |         |   |   |   |          | x  | x           | Slider Mod. 6 | CC19 | Controls the speed of the Tape Echo on the Guitar     |
| Slider 7:          |         | x | x | x | x        | x  | x           | Slider Mod. 7 | CC20 | Controls the amount of Chorus on the mix              |
| Slider 8:          | x       |   | x | x | x        | x  | x           | Slider Mod. 8 | CC21 | Controls the amount of Reverb on the mix              |

| Joystick   | CC#  | Function                                    |
|------------|------|---|
| +X (Right) | ---- | Bend on the RH Lead Guitar                  |
| -X (Left)  | ---- | Bend on the RH Lead Guitar                  |
| +Y (Up)    | CC01 | Vibrato on the RH Lead Guitar               |
| -Y (Down)  | CC02 | Feedback/FX on the Lead Gtr, Mod on the Pad |

| Other Controllers | CC#  | Function  |
|-------------------|------|---|
| Switch 1:         | CC80 | Pitch modulation on the Drums   |
| Switch 2:         | CC81 | Adds a Pitch EG to the LH Synth Pad – try it with KARMA Off.                                |
| Ribbon:           | CC16 | Bends the RH Lead Guitar up/down an octave, for cool dive-bombing effects and wild vibrato. |

| Drum Track |   |
|------------|---|
| Pattern:   | 352: Conga Grv 2 [Conga]  |
| Function:  | Off by default – use to add an additional conga part to any scene |

# 031 Warm Analog - LeadSplits - 120 bpm

## Ambient Techno



This combi takes its name from the warm Analog Pad in the LH, the warm Synth Lead in the RH, both of them nicely wrapped in a warm chorus and analog tape delay (use Slider 6 to control the amount of delay). The Scenes increase nicely in complexity from 1 to 8, ending with a buzzy drums variation. A layered metallic arp and a rhythmic 7tone ostinato interplay proving an evocative percolating background over the bass line.

### Keyboard, Split Points, KARMA Key Zones, Special Notes

**Left Hand:** Warm analog pad  
**Right Hand:** Warm mono synth lead  
**Split Points:** B3/C4  
**Special Notes:**



| KARMA Module | A                     | B                 | C                          | D                       |
|--------------|-----------------------|-------------------|----------------------------|-------------------------|
| Instrument:  | Synth 1               | Bass              | Drums                      | Synth 2                 |
| GE:          | 0321                  | 1082              | 1687                       | 0150                    |
| GE Name:     | 7tone Ostinato        | E.BassLine 07     | Mashed Garage [Dance Kits] | The Power and the Glory |
| Category:    | Harmonic (Poly)       | Bass Pattern      | Drum                       | Arpeggio                |
| RTC Model:   | GV1 - Gated Vel/Pat 1 | BL1 - Bass/Lead 1 | DP1 - Drum/Perc 1          | CL1 - Comp/Lead 1       |

| KARMA RT Controls | Modules |   |   |   | Name               | Function   |
|-------------------|---------|---|---|---|--------------------|--|
|                   | A       | B | C | D |                    |  |
| Slider 1:         | x       | x | x | x | Rhythm Swing %     | Changes the swing feel for all 4 Modules                               |
| Slider 2:         | x       |   |   |   | Rhythm Pattern     | Selects one of many Rhythm Patterns for Synth 1                        |
| Slider 3:         | x       | x |   | x | Duration Control   | Shortens/Lengthens the Duration of notes for the Bass and Synths 1 & 2 |
| Slider 4:         | x       |   |   | x | Velocity Accents   | Adds/removes accents to the level of notes for Synths 1 & 2            |
| Slider 5:         | x       |   |   |   | Pan Pattern        | Selects one of many Panning Patterns for Synth 1                       |
| Slider 6:         |         |   |   | x | Rhythm Multiplier  | Multiplies the Rhythm of Synth 2                                       |
| Slider 7:         |         |   | x |   | Alternate Drum Map | Chooses one of many different mappings for the Drums                   |
| Slider 8:         |         |   |   | x | Note Input Sort    | Selects between two different Note Patterns for Synth 2                |
| Switch 1:         | x       |   |   |   | Module Run [A]     | Turns Synth 1 on and off   |
| Switch 2:         |         | x |   |   | Module Run [B]     | Turns the Bass on and off  |
| Switch 3:         |         |   | x |   | Module Run [C]     | Turns the Drums on and off   |
| Switch 4:         |         |   |   | x | Module Run [D]     | Turns Synth 2 on and off   |
| Switch 5:         | x       |   |   |   | Octave [A]         | Changes the octave of Synth 1  |
| Switch 6:         |         | x |   |   | Octave [B]         | Changes the octave of the Bass   |
| Switch 7:         |         |   | x |   | Rhythm Complexity  | Selects between a simple drum groove and a busy drum groove            |
| Switch 8:         |         |   |   | x | Octave [D]         | Changes the octave of Synth 2  |

| RT Control<br>Sliders | Modules |   |   |   | Keyboard |    | IFX/<br>MFX | Controller    | CC#  | Function   |
|-----------------------|---------|---|---|---|----------|----|-------------|---------------|------|--|
|                       | A       | B | C | D | LH       | RH |             |               |      |  |
| Slider 1:             | x       |   |   | x |          |    |             | Filter Cutoff | CC74 | Brightens/Darkens the KARMA Synths (use with Slider 2)                                       |
| Slider 2:             | x       |   |   | x |          |    |             | Resonance     | CC71 | Controls amount of Resonance on KARMA Synths (use w/ K. 1)                                   |
| Slider 3:             |         |   |   |   | x        | x  |             | Filter EG     | CC79 | Brightens/Darkens the LH and RH Synths   |
| Slider 4:             |         |   |   |   | x        |    |             | Release       | CC72 | Lengthens/shortens the Release on the LH Synth   |
| Slider 5:             |         | x |   |   |          |    |             | Slider Mod. 5 | CC17 | Filter Modulation on the Bass  |
| Slider 6:             | x       |   |   | x | x        | x  | x           | Slider Mod. 6 | CC19 | Controls the amount of delay on the LH/RH Synths, and KARMA Synths 1 and 2 (Modules A and D) |
| Slider 7:             |         |   |   |   | x        | x  | x           | Slider Mod. 7 | CC20 | Controls the amount of Chorus on the LH/RH Synths  |
| Slider 8:             | x       |   | x | x |          |    | x           | Slider Mod. 8 | CC21 | Controls the amount of Reverb on elements of the mix   |

| Joystick   | CC#  | Function                          |
|------------|------|-----------------------------------|
| +X (Right) | ---- | Bend on the RH Lead               |
| -X (Left)  | ---- | Bend on the RH Lead               |
| +Y (Up)    | CC01 | Vibrato on the RH Lead            |
| -Y (Down)  | CC02 | Modulation on the Bass, and RH/LH |

| Other Controllers | CC#  | Function   |
|-------------------|------|--|
| Switch 1:         | CC80 | Pitch Modulation on the Drums  |
| Switch 2:         | CC81 | Activates the Bass Amp Model and Cabinet on the Snare and Bass (on by default) |
| Ribbon:           | CC16 | Filter Modulation on Synth 2 (Module D)  |

| Drum Track |   |
|------------|---|
| Pattern:   | 346: Shakers 3 [Orig Perc]  |
| Function:  | Off by default – use to add an additional shakers part to any scene |

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